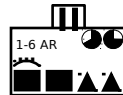
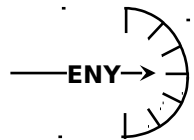
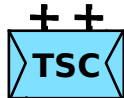
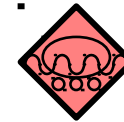
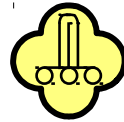
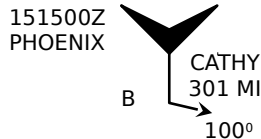
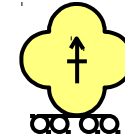
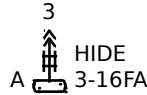
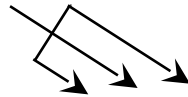
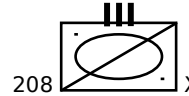
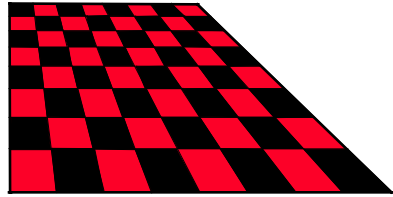


# Briefing Graphics & Unit Symbols, Wargaming Div, MCWL, Quantico

Updated 26 Feb 2007 (see speaker notes for details)



Introduction



Comments



Table of Contents








Use the "Slide Show" Mode to navigate via hyperlink buttons

Then hit "Esc" button or the "Slide View" Mode to work on the graphics

This is a "Huge" brief, do NOT panic if your screen turns black for a long time while shifting to "Slide Sho

# INTRODUCTION

This presentation contains several thousand tactical symbols and graphics as a “Copy and Paste” resource for briefers preparing PowerPoint slides.  

For  full  color graphics go here: For B&W from previous versions go here 

A work sheet near the end of this brief provides space to cut & paste the basic unit and match it up with the unit size indicators and other modifiers.

This brief is updated as required. The most recent version of this brief is posted for download on the Introduction page of Wargaming Division's website: <http://www.wargaming.quantico.usmc.mil/intro.asp>. The file is on the lower part of the website page, you must scroll down to get to it.

Corrections, suggestions, additions, improvements are welcome, please contact Bill Simpson, [William.L.Simpson@usmc.mil](mailto:William.L.Simpson@usmc.mil) if you have any graphics or ideas.

Primary References: MIL-STD-2525B w/Change 1 (thru 13 Sept 05) DOD  
2 Interface Standard. Common Warfighting Symbology: FM 1-02 / MCRP 5-12 

# Comments

This presentation contains PowerPoint representations of virtually all the symbols and selected tactical graphics from MIL-STD 2525B and FM 1-02 / MCRP-5-12A Operational Terms and Graphics and a variety of other sources collected since 1992. All of these items can be reached via the tables of contents in the presentation mode.

In those cases where the FM and the MIL-STD conflict, the MIL STD is followed as the governing DOD standards.

- Items in this file include all of the C<sup>2</sup> Symbology for Units, Equipment and Installations; Signals Intelligence Symbology; and Military Operations Other Than War Symbology from MIL-STD 2525B. It contains selected C<sup>2</sup> Symbology for Military Operations i.e. operational graphics, boundaries, areas, reference points etc. It does not contain any of the METOC symbology from MIL-STD 2525B.
- **This presentation includes symbols for Structures, Infrastructure, MOOTW, and Internal Security Forces all of which are relevant to Support, Stability and Reconstruction; Urban Operations; and Irregular Warfare.**
- A complete set of USMC Unit Symbols, Organization Charts and Unit Basing is derived from FMFRP 2-12, The XMEB Planners Ref Manual, a 1st MEB brief, the 2nd MEB website and “How the Marines are Organized” This includes many USMC symbols such as Marine Infantry, MAGTF, etc left out of FM 1-02 / MCRP-5-12A.
- Sections including service-unique symbols and various graphics and clip art are near the end of this file.
- A work sheet is provided where you can copy and paste symbols and then add the unit size and other designators.
- Scratch sheets of graphic elements used in building these symbols are at the end of the presentation.
- While most of these symbols are in color and follow the new shapes, older black and white symbols have been saved in their own section.



# Table of Contents

2 Pages



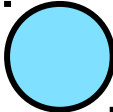

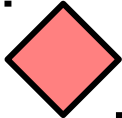

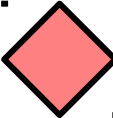









▶ Basic Symbols	▶ Air Defense
▶ Icon Colors	▶ SOF
▶ Symbol Display Options	▶ Internal Security
▶ Frame Shapes	▶ Combat Support (CS)
▶ Present & Planned Status	▶ CS NBC
▶ Graphic Modifiers	▶ CS Military Intel
▶ Equip Symbol Labeling	▶ CS Law Enforcement
▶ Dynamic Modifiers	▶ CS Signals
▶ Labeling Examples	▶ Combat Service Support (CSS)
▶ Equipment Mobility	▶ CSS Admin
▶ Auxiliary Equipment	▶ CSS Medical
▶ HQ / Ground Symbols Infantry	▶ CSS Supply
▶ Ground Symbols Armor	▶ CSS Transportation, Ports, Base
▶ Ground Symbols Anti-Armor	▶ CSS Maintenance
▶ Ground Symbols Recon	▶ Weapons Systems / Equipment
▶ Ground Symbols Artillery	▶ Sea Surface
▶ Ground Symbols Rockets	▶ Sub Surface (Undersea)
▶ Ground Symbols Engineers	▶ Air Tracks
▶ Ground Symbols Aviation	▶ Structures & Installations

# Table of Contents (Cont)

▶ Stability and Support Ops	▶ Vehicle Symbols
▶ Combat Effectiveness Graphics	▶ Aerial Symbols
▶ Tactical Mission Graphics	▶ Aviation Symbols
▶ Labeling for Points, Lines, Areas, Boundaries, Areas, etc	▶ Misc. Comms. & EW
▶ NBC Symbols	▶ Enemy Units
▶ Log/CSS Graphic Control Measures	<b>End of B&amp;W</b>
▶ <b>USMC Symbols Table of Contents</b>	▶ Army Unique Symbols
▶ <b>Black and White Symbols</b>	▶ Striker Brigade
▶ Unit Size Indicators & Modifiers	▶ Misc. Graphics
▶ Combat Arms	▶ Work Sheet
▶ Combat Support	▶ Tips and Instructions
▶ Combat Service Support	
▶ Special Operations	
▶ Weapons Symbols	
▶ High Level Commands	
▶ Army Division Units	
▶ Supply Sites	
▶ Mobility Modifiers Tactical Symbols	

# Basic Symbols (4 pages)









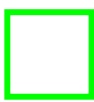
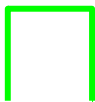
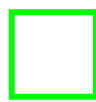
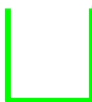
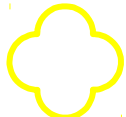


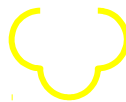
## Default Fill Colors for Computer Displays

	Land	In-Flight	Surface	Subsurface
Friendly				
Enemy				
Neutral				
Unknown				

See Speaker notes

# Basic Symbols

## Default Icon Colors for Computer Displays



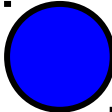

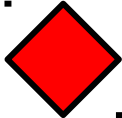

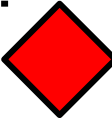









	Land	In-Flight	Surface	Subsurface
Friendly				
Enemy				
Neutral				
Unknown				

See Speaker notes



# Basic Symbols

















## Default Colors for Hand Drawn Displays

	Land	In-Flight	Surface	Subsurface
Friendly				
Enemy				
Neutral				
Unknown				

See Speaker notes



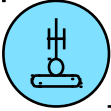
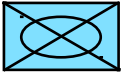



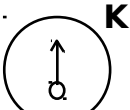





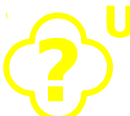
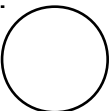







# Default Colors

DESCRIPTION	HAND DRAWN	COMPUTER GENERATED	
		ICON (Lines) (RGB VALUE)	FILL (RGB VALUE)
Friend, Assumed Friend	Blue	Cyan (0, 255, 255) 	Crystal Blue (128, 224, 255) 
Unknown, Pending	Yellow	Yellow (255, 255, 0) 	Light Yellow (255, 255, 128) 
Neutral	Green	Neon Green (0, 255, 0) 	Bamboo Green (170, 255, 170) 
Hostile, Suspect, Joker, Faker	Red	Red (255, 0, 0) 	Salmon (255, 128, 128) 
METOC	Purple	Plum Red (128, 0, 128) 	Light Orchid (226, 159, 255) 
	Brown	Safari (128, 98, 16) 	Khaki (210, 176, 106) 
Boundaries, lines, areas, text, icons, and frames	Black	Black (0, 0, 0) 	Black (0, 0, 0) 
White-filled icons	White	White (255, 255, 255) 	Off-White (6% Grey) (239, 239, 239) 

The RGB values can be set in the “More Fill Colors / Custom” section

















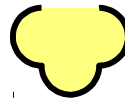





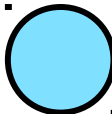

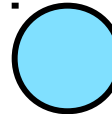





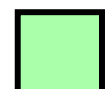

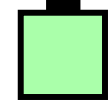
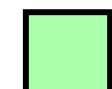





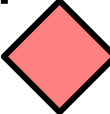
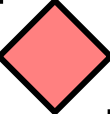
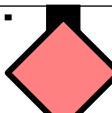
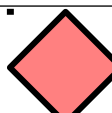

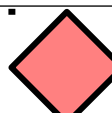



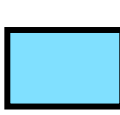








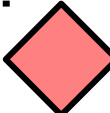
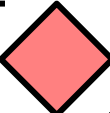




# Display Options

Colors and fills of the symbols can be varied to provide the best visibility against various backgrounds. The Dots at the bottom are used to indicate the actual location of the Symbols



# Frame Shapes depicting affiliations and battle dimensions

Battle Dimension	Unknown	Above Surface		Surface				Sub surface	SOF
		Space	Air	Ground			Sea Surface		
				Units	Equipment	Installation			
Affiliation									
Pending									
Unknown									
Friend									
Neutral									
Hostile									
Assumed Friend									



# Frame Shapes depicting Exercise amplifying descriptors

Battle Dimension Exercise Amplifying Descriptor	Unknown n	Above Surface		Surface				Sub surface	SOF
		Space	Air	Ground			Sea Surface		
				Units	Equipment	Installatio n			
Exercise Pending									
Exercise Unknown	N/A								
Exercise Friend	N/A								
Exercise Neutral	N/A								
Exercise Assumed Friend	N/A								
Joker									
Faker									
See Speaker notes									



# Frame Shapes (Continued)

Battle Dimension	Unknown	Above Surface		Surface				Sub surface	SOF
		Space	Air	Ground			Sea Surface		
				Units	Equipment	Installation			
Affiliation									
Joker	N/A								
Faker	N/A	Present & Planned Status for Tactical Symbols							
Battle Dimension		Air/Space			Surface			Subsurface	

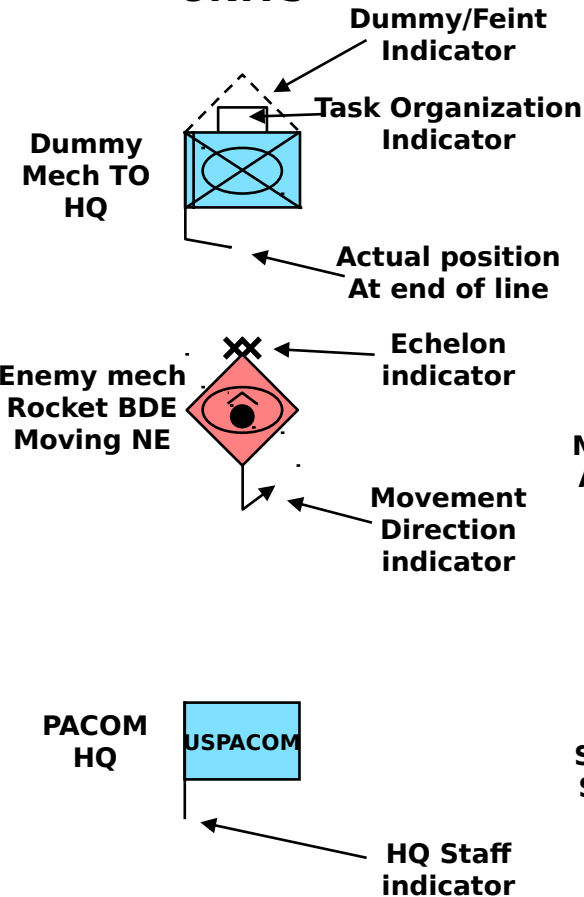
Status		Land		Sea Surface	
		Units	Equipment		
Present Position For Framed Icons					
Anticipated, planned, on order or suspected positions					
Anticipated, planned, on order or suspected					



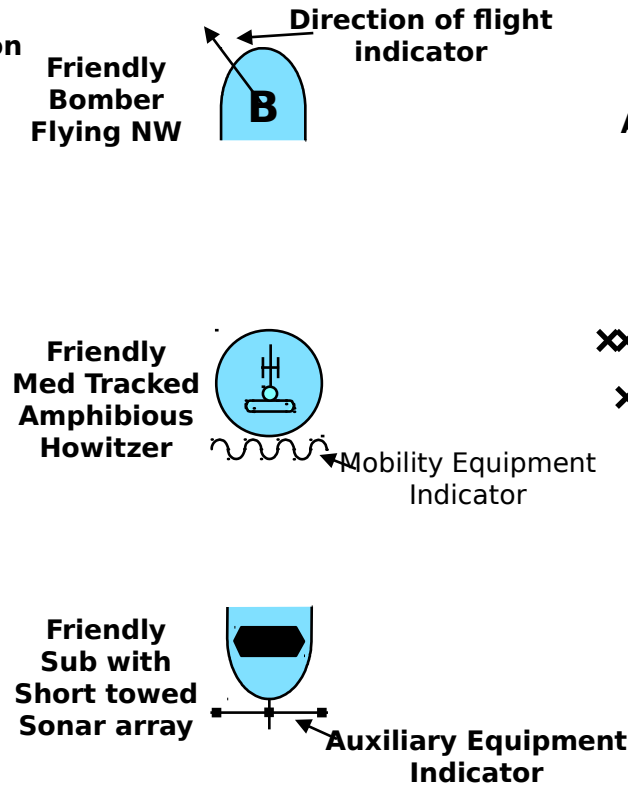
# Graphic Modifiers for Tactical Symbol

## Modifiers

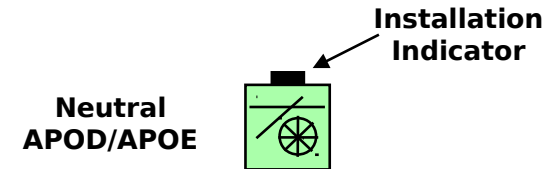
### UNITS



### EQUIPMENT



### INSTALLATIONS

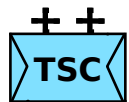


### Unit Size Indicators

Unit Size Indicators	Task Organized
XXXXXX Region	
XXXXX Army Group	
XXXX Army	XXXX
XXX Corps	XXX
XX Division/Wing	XX
X Brigade	X
III Regiment/Group	III
II BN/Squadron	II
I Co/Battery/Troop	I
Platoon or Detachment	Platoon or Detachment
Section	Section
Squad	Squad
Team / Crew	Team / Crew
Installation	Installation

### ++ Command

(This is a separate echelon known as a command, i.e. unit, units, an organization or an area under the command of one individual. It does not correspond to any other echelon. It designated by using ++ as its symbol)



# Equipment Symbol Labeling (2

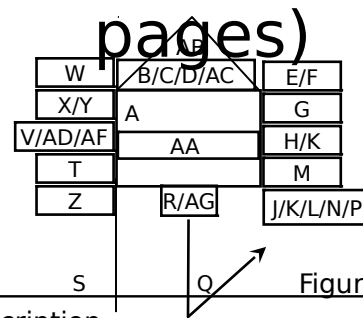


Figure 3 Field Positions for Tactical Symbols

Field	Field Title	Description
A	Symbol Icon	The innermost part of a symbol that represents a warfighting object
B	Echelon	A graphic modifier in a unit symbol that identifies command level
C	Quantity	A Text modifier in an equipment symbol that identifies the number of items present
D	Task Force Indicator	A graphic modifier that identifies a unit or MOOTW symbol as a task force. i.e.
E	Frame Shape Modifier	A graphic modifier that displays affiliation, battle dimension, or exercise amplifying descriptions of an object
F	Reinforced or detached	(+) reinforced, (-) reduced, or (+-) reinforced and reduced
G	Staff Comments	Free text
H	Additional Information	Free Text
J	Evaluation Rating	A-completely reliable, B-usually reliable, C-fairly reliable, D-not usually reliable, E-Unreliable, F-reliability can not be judged. 1-confirmed by other sources, 2-probably true, 3-possibly true, 4-doubtfully true, 5-improbable, 6-truth can not be confirmed
K	Combat Effectiveness or Installation Capacity	1.Fully Operational, 2 Substantially Operational, 3 Marginally Operational, 4 Not Operational Capacity of installation output
L	Signature Equipment	Indicated by "!" (refers to detectable electronic signatures)
M	Higher Formation	<b>Number or title of higher echelon command (Corps designated by Roman Numerals), Country Codes or Nationality (see speaker notes for County Codes)</b>
N	Enemy (Hostile)	Indicated by letters "ENY" denotes hostile symbols
P	IFF/SIF	Identification modes and colors
Q	Direction of Movement Arrow	Direction symbol is moving or will move. NBC: downwind direction

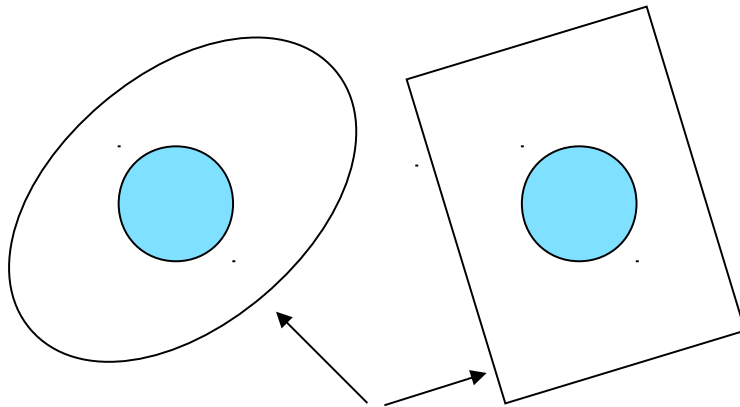


(cont)

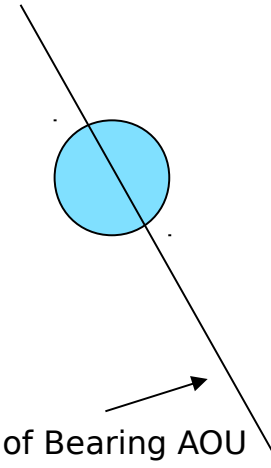
1



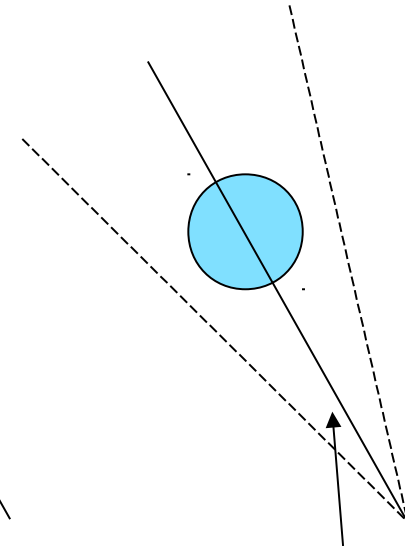
# Dynamic Modifiers



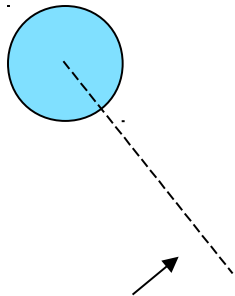
**AH** Areas of Uncertainty (AOU)



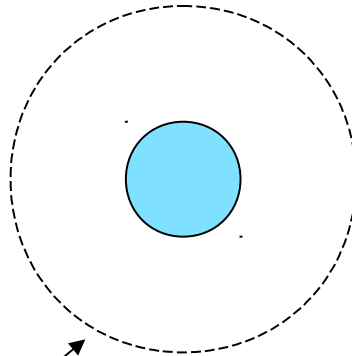
**AH** Line of Bearing AOU



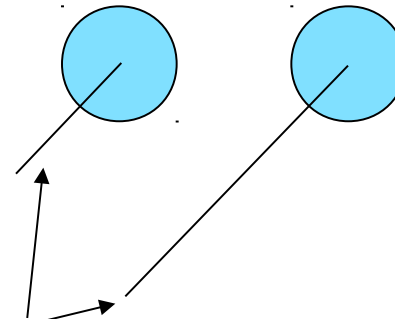
**AH** Line of Bearing AOU  
with bearing error lines



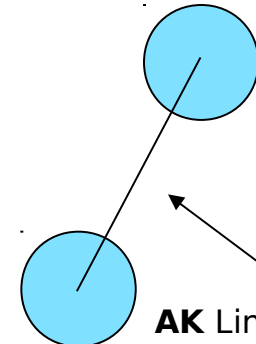
**AI** Line DR Trailer



**AI** Farthest-on-circle  
DR Trailer



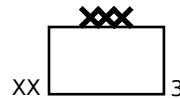
**AJ** Speed leader Indicators



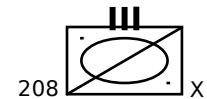
**AK** Line DR Trailer

# Examples of Unit Symbols with Labeling Fields

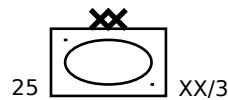
Twentieth Corps.  
Third Army



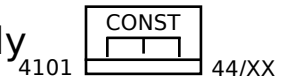
208<sup>th</sup> Armored Cavalry Regt  
Tenth Corps



Twenty-fifth Armored Division,  
Twentieth Corps, Third Army

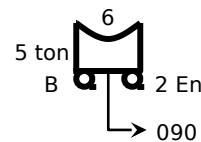


Engineer construction supply  
Site for the 4101<sup>st</sup> En Const  
Spt Co, 44<sup>th</sup> En Gp, Twentieth Corps

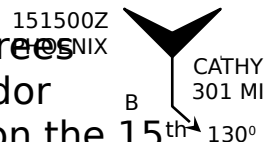


## Examples of Equipment Symbols with Labeling Fields

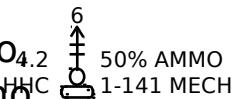
Six 5 ton trucks from B Co, 2d Eng,  
moving east.



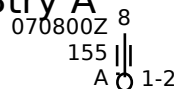
An UAV launch site of B Co, 301  
MI Bn, launch direction 130 degrees  
"Phoenix" type UAV, to air corridor  
"Cathy", next launch at 1500Z on the 15<sup>th</sup>  
of the current month.



Six 4.2" mortars, in M113s fm HHC co,  
1<sup>st</sup> Bn, 141<sup>st</sup> IN(M), at 50% of its ammo



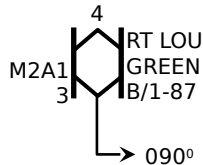
Eight 155mm towed howitzers of Btry A  
1<sup>st</sup> Bn, 2d FA, valid as of 0800Z  
the 7<sup>th</sup> of the current month



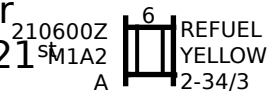
Two STINGER missiles fm 1<sup>st</sup> Sec 1<sup>st</sup> PLT,  
A Btry, 2d Bn, 6<sup>th</sup> ADA, in HMMWVs, LOG  
valid as of 1000Z the 11<sup>th</sup> of the current month



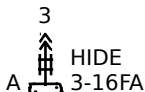
4 IFVs of the 3d Plt, B Co, 1<sup>st</sup> Bn  
87<sup>th</sup> IN(M) with a "Green" readiness  
rating and moving east on Route LOU



6 M-1A2 tanks fm A Co, 2-34 Armor  
3<sup>rd</sup> Bde, refueling as of 0600Z the 21<sup>st</sup>  
"yellow" status



3 MLRS fm A Btry, 3d Bn  
16<sup>th</sup> FA in a hide position



# Equipment Mobility

## Indicators

			Unknown	Friend	Neutral	Hostile
Wheeled Limited Cross Country						
X country veh						
Towed trailer						
Railway						
Half track						
Over-snow (Prime Mover)						
Sled (towed)						
Horse, Camel Pack-Animal Equipped						
Barge						
Amphibious						

# Auxiliary Equipment Indicators

Mobility  
Symbol

Un-Framed

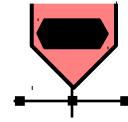
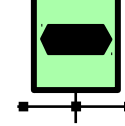
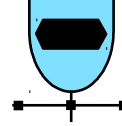
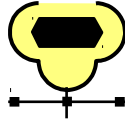
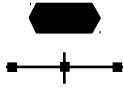
Unknown

Friend

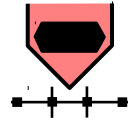
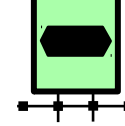
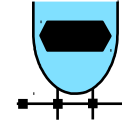
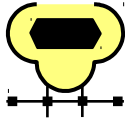
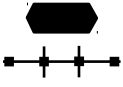
Neutral

Hostile

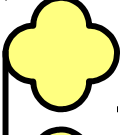


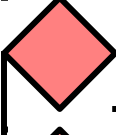



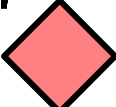





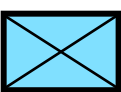

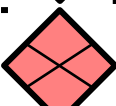



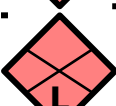
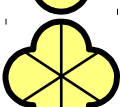
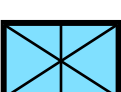

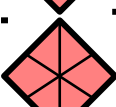
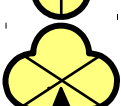


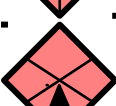



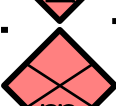
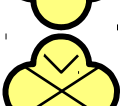


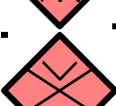
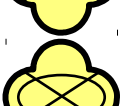



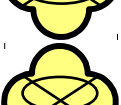


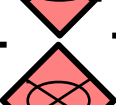
Towed Sonar Array (Short)



Towed Sonar Array (Long)






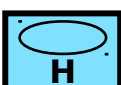
# HQ / Ground Units - Infantry (2

Units	Unknown	Enemy	Neutral	Hostile
<b>Headquarters</b>				
<b>Ground Unit</b>				
Ground Combat				
Infantry				
Light Infantry				
Motorized Infantry				
Mountain Infantry				
Airborne Infantry				
Air Assault Infantry				
Mech Infantry				
Striker Mounted Infantry				



# Ground Units - Infantry / Armor (2


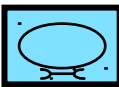


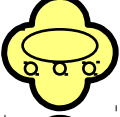
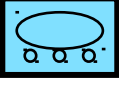

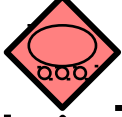
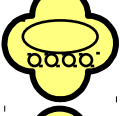


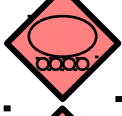
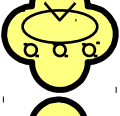
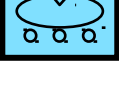

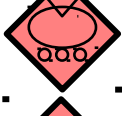
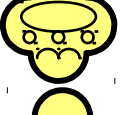


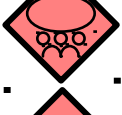
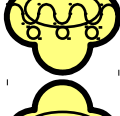


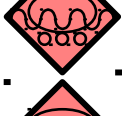
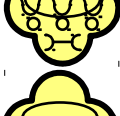


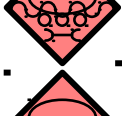
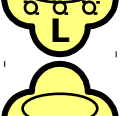


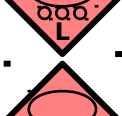
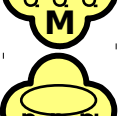
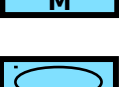


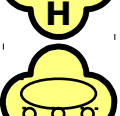
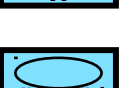






slides)

Units		Unknown	Friendly	Neutral	Hostile
Marines					
Naval Infantry*					
Infantry Fighting Vehicle Mech Infantry w/Gun System					
Arctic Infantry					
Armour / Tracked					
Airborne Tracked					
Amphibious Tracked					
Amphibious Tracked Recovery					
Light Armor					
Armor Medium					
Armor Heavy					




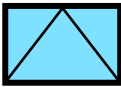


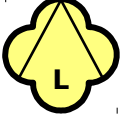





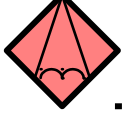
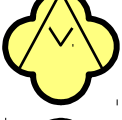



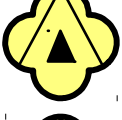



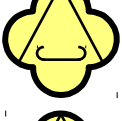


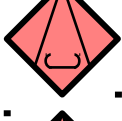
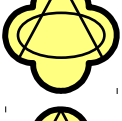
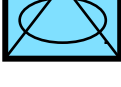

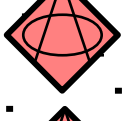
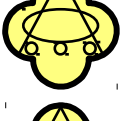


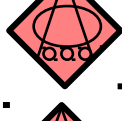
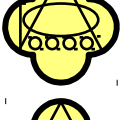
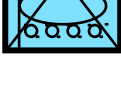

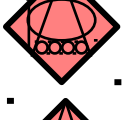




# Ground Units - Armor

(CONT)

Units	Unknown	Friendly	Neutral	Hostile
Armor Recovery Vehicle				
Wheeled Armor				
Striker				
Wheeled Air Assault Armor				
Wheeled Airborne Armor				
Wheeled Armor Amphibious				
Wheeled Armor Amphibious Recovery				
Wheeled Armor Light				
Wheeled Armor Medium				
Wheeled Armor Heavy				
Wheeled Armor Recovery				




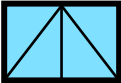


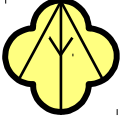
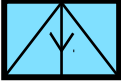

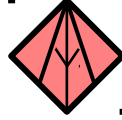

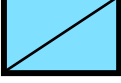

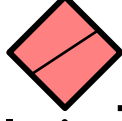








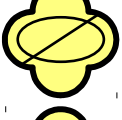
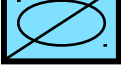

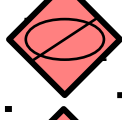
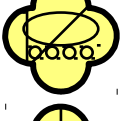


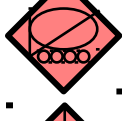
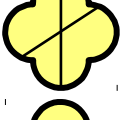
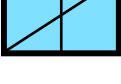

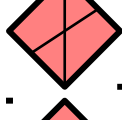
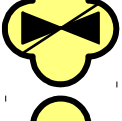


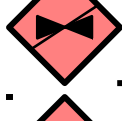




# Ground Units - Anti-Armor (2 Slides)

Units	Unknown	Friendly	Neutral	Hostile
<b>Anti-Armor</b>				
Anti-Armor Light				
Anti-Armor Airborne				
Anti-Armor Air Assault				
Anti-Armor Mountain				
Anti-Armor Arctic				
Anti-Armor Armored				
Anti-Armor Armored Wheeled				
Anti-Armor Gunned Striker				
Anti-Armor Armored Air Assault				





# Ground Units - Anti-Armor (Cont) / Recon (2

Units	Unknown	Friendly	Neutral	Hostile
Anti-Armor Motorized				
Anti-Armor Motorized Air Assault				
<b>Reconnaissance</b>				
Recon Horse Mounted				
Recon Cavalry				
Recon Cavalry Armored				
Recon Striker w Gun				
Recon Cavalry Motorized				
Recon Air Calvary				
Recon Arctic				



# Ground Units - Recon

(Cont.)

\* See Speaker Notes

## Units

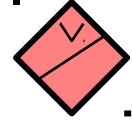
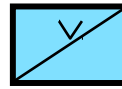
Unknown

Friendly

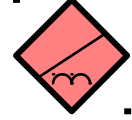
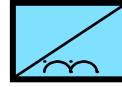
Neutral

Hostile

Recon Air Assault



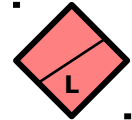
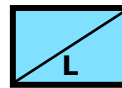
Recon Airborne



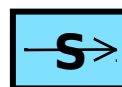
Recon Mountain



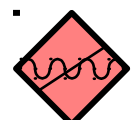
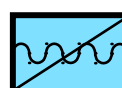
Recon Light



Scout Sniper\*



Recon Marine



Recon Marine Division



Recon Marine Force







































Recon Light Armored (LAR) w Gun



Recon Long Range Surveillance



















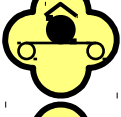



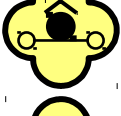



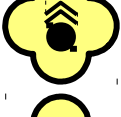



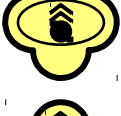


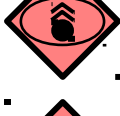
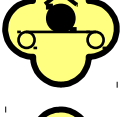







# Ground Units - Artillery (5 slides)

Units	Unknown	Friendly	Neutral	Hostile
Artillery				
Self-Propelled Artillery				
Air Assault Artillery				
Airborne Artillery				
Arctic Artillery				
Mountain Artillery				
Light Artillery				
Medium Artillery				
Heavy Artillery				



# Ground Units - Artillery


















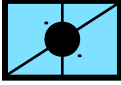

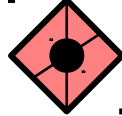



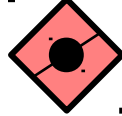
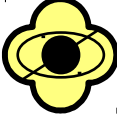








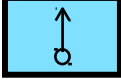


## (Cont.)

Units	Unknown	Friendly	Neutral	Hostile
Amphibious				
Rocket (see speaker notes)				
Single Rocket Launcher				
Single Rocket launcher Self-Propelled				
Single Rocket launcher Truck				
Single Rocket launcher Towed				
Multiple Rocket Launcher				
Multiple Rocket Launcher Self Propelled				
Multiple Rocket Launcher Truck				
Multiple Rocket Launcher Towed				




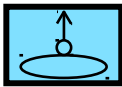


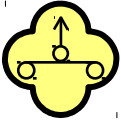
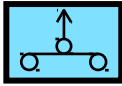

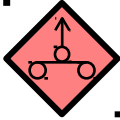
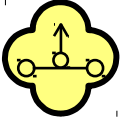
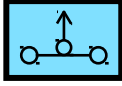

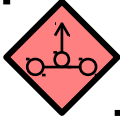
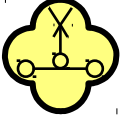
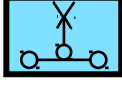


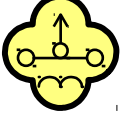
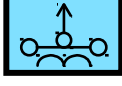


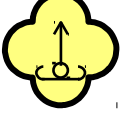
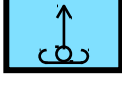

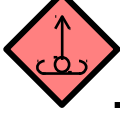
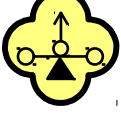
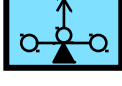

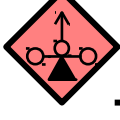
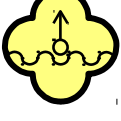
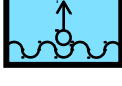

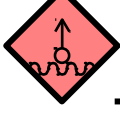




# Ground Units - Artillery

## (Cont.)

Units	Unknown	Friendly	Neutral	Hostile
Artillery Target Acquisition				
Artillery Target Acquisition Radar				
Artillery Sound Ranging				
Artillery Flash Ranging				
Artillery Target Acquisition COLT/FIST				
Artillery Target Acquisition COLT/FIST Dismounted				
Artillery Target Acquisition COLT/FIST Tracked				
ANGLICO				
Mortar				



# Ground Units - Artillery (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Mortar SP Tracked				
Mortar SP Wheeled				
Mortar Towed				
Mortar Towed Air Assault				
Mortar Towed Airborne				
Mortar Towed Arctic				
Mortar Towed Mountain				
Mortar Amphibious				
Artillery Survey				








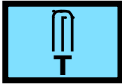






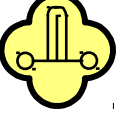



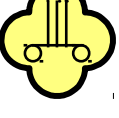
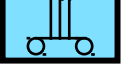


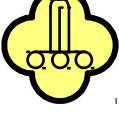







# Ground Units - Artillery

## (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Artillery Survey Light				
Artillery Survey Air Assault				
Artillery Survey Airborne				
Artillery Survey Mountain				
Metrological				
Metrological Light				
Metrological Air Assault				
Metrological Airborne				
Metrological Mountain				









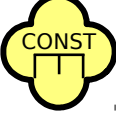
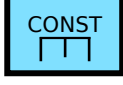






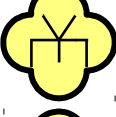






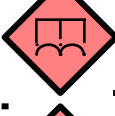
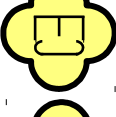


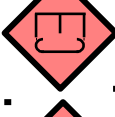
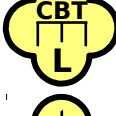


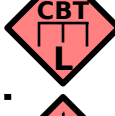
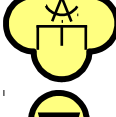
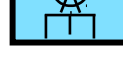

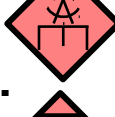






# Ground Units - Rockets

Units	Unknown	Friendly	Neutral	Hostile
Surface to Surface Missile				
SSM Tactical				
SSM Strategic				
SSM Towed*				
SSM SP Wheeled*				
SSM SP Wheeled X-Country*				
SSM SP Tracked*				


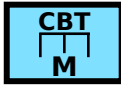



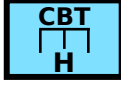


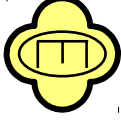



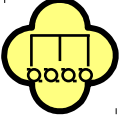
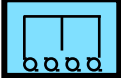

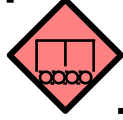
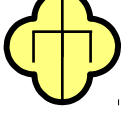
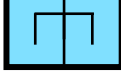






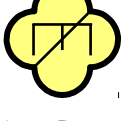
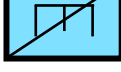

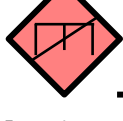
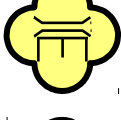


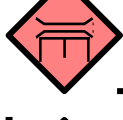






# Ground Units - Engineers (2 Slides)

Units	Unknown	Friendly	Neutral	Hostile
Engineer				
Combat Engineer				
Construction Engineers				
Naval Construction (Seabees)				
Air Assault Engineers				
Airborne Engineers				
Arctic Engineers				
Sappers, Light Engineers				
Topographic Engineers				
Drilling Engineers				



# Ground Units - Engineers (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Combat Engineers Medium				
Combat Engineers Heavy				
Mechanized Engineers				
Mechanized Engineers Striker Mounted				
Motorized Engineers				
Mountain Engineers				
Combat Recon Engineers				
Bridging Engineers				
Diving Engineers				



# Ground Units - Aviation (3 Slides)

## Units

These Symbols represent Aviation Units on the ground

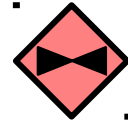
Unknown

Friendly

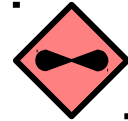
Neutral

Hostile

Aviation



Fixed Wing



Fixed Wing Utility



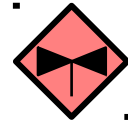
Fixed Wing Attack



Fixed Wing Recon



Rotary Wing



Rotary Wing Attack



Rotary Wing Scout



# Ground Units - Aviation (Cont)

## Units

These Symbols represent  
Aviation Units on the ground

## Unknown

## Friendly

## Neutral

## Hostile

Rotary Wing Anti-Submarine Warfare



Rotary Wing Anti-Submarine Warfare (ALT)



Rotary Wing Utility



Rotary Wing Light Utility



Rotary Wing Medium Utility



Rotary Wing Heavy Utility



Rotary Wing C2 w Alternate



Rotary Wing Medivac



Rotary Wing Mine Counter Measure



# Ground Units - Aviation

(Cont)

## Units

These Symbols represent  
Aviation Units on the ground

Unknown

Friendly

Neutral

Hostile

Aviation Search and Rescue w Alt



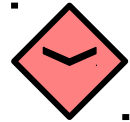
Aviation Composite



VSTOL



Unmanned Aerial Vehicle



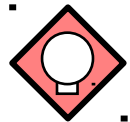
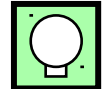
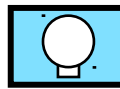
Unmanned Aerial Vehicle  
Fixed Wing



Unmanned Aerial Vehicle  
Rotary Wing



Lighter than Air Civil



Lighter than Air Military



# Air Defense Units (2 slides)

## Units

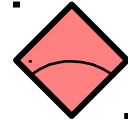
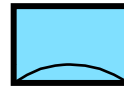
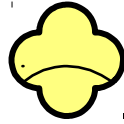
Unknown

Friendly

Neutral

Hostile

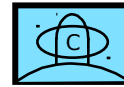
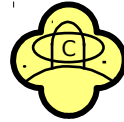
Air Defense



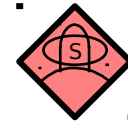
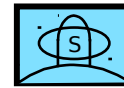
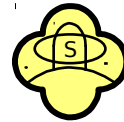
Air Defense Short Range



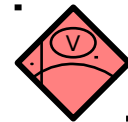
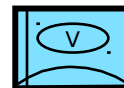
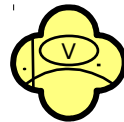
Chaparral



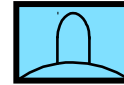
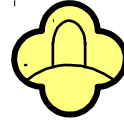
Stinger



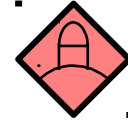
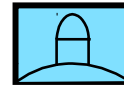
Vulcan



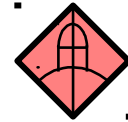
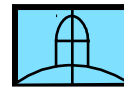
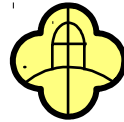
Air Defense Missile



Air Defense Missile Light



Avenger AD Missile Motorized



# Air Defense Units

(Cont)




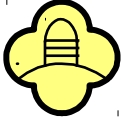
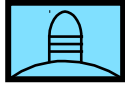





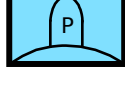

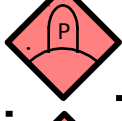
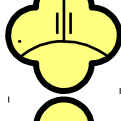
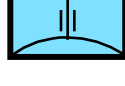

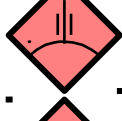
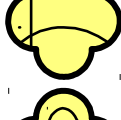
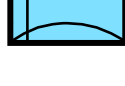

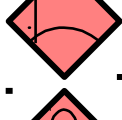
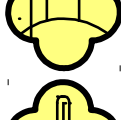


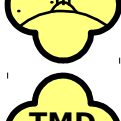

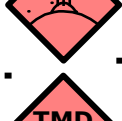
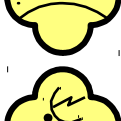
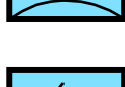
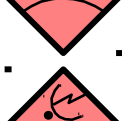




Unknown

Friendly

Neutral





















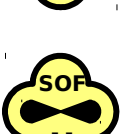



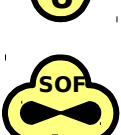



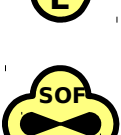



Hostile

Units

AD Missile Medium				
AD Missile Heavy				
Air Defense Missile H/MAD				
Patriot				
Air Defense Gun				
Air Defense Gun (Alt)				
Air Defense Gun and Missile				
Air Defense Composite				
Theater Missile Defense				
Air Defense Targeting Unit				



































# Special Operations Forces (4 slides)

































Units	Unknown	Friendly	Neutral	Hostile
SOF				
SOF Aviation				
SOF Fixed Wing				
SOF Fixed Wing Attack				
SOF Fixed Wing Refuel				
SOF Fixed Wing Utility				
SOF Fixed Wing Utility Light				
SOF Fixed Wing Utility Medium				



# Special Operations Forces (Cont)






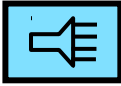














Units	Unknown	Friendly	Neutral	Hostile
SOF Fixed Wing Utility Heavy				
SOF Aviation V/STOL				
SOF Rotary Wing				
SOF Rotary Wing CSAR				
SOF Rotary Wing Attack				
SOF Rotary Wing Utility				
SOF Rotary Wing Utility Light				
Rotary Wing Utility Medium				

# Special Operations Forces (Cont)





































Units	Unknown	Friendly	Neutral	Hostile
SOF Rotary Wing Utility Heavy				
SOF Naval				
SOF Naval Seal				
SOF Naval Underwater Demolition Team				
SOF Naval Special Boat Unit				
SOF Naval Special SSNR or SSGN				
SOF Ground				
SOF Ground Special Forces				












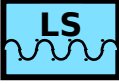






# Special Operations Forces (Cont)

Units	Unknown	Friendly	Neutral	Hostile
SOF Ranger				
SOF PSYOP				
SOF PSYOP Fixed Wing				
SOF Civil Affairs				
SOF Support				

































# Internal Security

Units	Forces			
	Unknown	Friendly	Neutral	Hostile
Headquarters				
Ground Unit				
Riverine				
Dismounted				
Motorized				
Mechanized				
Wheeled Mechanized				
Railroad				
Aviation				









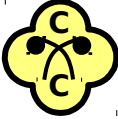



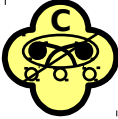








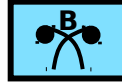



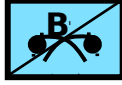








Units	Combat Support			
	Unknown	Friendly	Neutral	Hostile
<b>Combat Support</b>				
Information Warfare Unit				
Landing Support				
EOD				

# Combat Support NBC (2 Slides)

















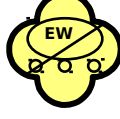















Units	Unknown	Friendly	Neutral	Hostile
<b>COMBAT SUPPORT - NBC</b>				
Chemical				
Smoke / Decon				
Smoke / Decon Mechanized				
Smoke / Decon Motorized				
Smoke				
Smoke Motorized				
Smoke Armor				

# NBC (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Chemical Recon				
Chemical Smoke and Decontamination				
Chemical Smoke				
Chemical Recon Wheeled Armored Surveillance				
Nuclear				
Biological				
Biological Recon				
NBC Decontamination				



































# Military Intelligence (3 slides)

Units	Unknown	Friendly	Neutral	Hostile
Military Intelligence				
Aerial Exploitation				
Signals Intelligence				
Electronic Warfare				
EW Armored Wheeled Vehicle				
EW Direction Finding				
EW Intercept				
EW Jamming				

























# Military Intelligence (Cont)

Units	Unknown	Friendly	Neutral	Hostile
EW Theater				
EW Corps				
Counter Intelligence				
MI Surveillance				
MI Ground Surveillance Radar				
Sensor				
SCM Sensor				
Ground Station Module				



# Military Intelligence (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Meterology				
Operations				
Tactical Exploitation				
Interrogation				
Joint Intelligence Center				

# Law Enforcement

Unknown

Friendly

Neutral

Hostile

Units

Law Enforcement Unit



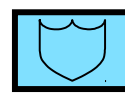
Shore Patrol



Military Police



Civilian Law Enforcement



Security Police (Air)


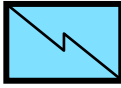



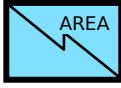



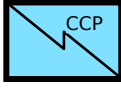



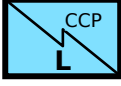



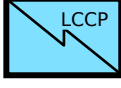







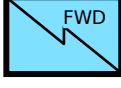



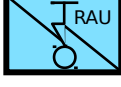

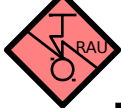


Criminal Investigation Division (CID)



# Combat Support - Signal Units (3

Pages)


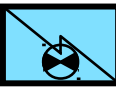



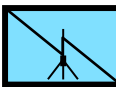


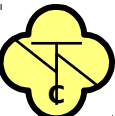
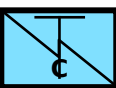

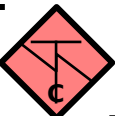





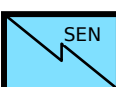

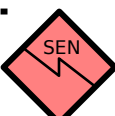

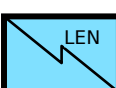



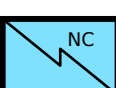


Units	Unknown	Friendly	Neutral	Hostile
Signal Unit				
Signal Unit Area				
Signal Unit, Communication Configured Package				
Signal Unit, Communication Configured Package				
Large Communication Configure Package				
Command Operations				
Forward Communications				
Mobile Subscriber Element Radio Access Unit				



































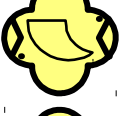


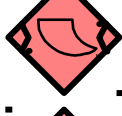




# Signal Units (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Radio Unit				
Tactical Satellite Radio Unit				
Teletype Center				
Radio Relay				
Signal Support				
Multiple Subscriber Unit				
Signal Tri-service Tactical Comms Single Shelter Switch				

# Signal Units (Cont)


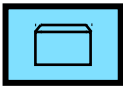


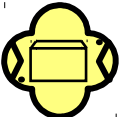



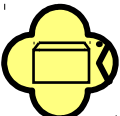
















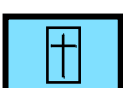

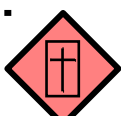








Units	Unknown	Friendly	Neutral	Hostile
Line of Sight Radio Relay				
Enhanced Position Location Reporting System (EPLRS)				
Telephone Switch				
Electronic Ranging				
Multiple Subscriber Element Small Extension Node				
Multiple Subscriber Element Large Extension Node				
Multiple Subscriber Element Node Center				

# Combat Service Support (17 Pages)

Units	Unknown	Friendly	Neutral	Hostile
<b>Combat Service Support</b>				
<b>Administrative Unit</b>				
Theater Administrative Unit				
Corps Administrative Unit				
Judge Advocate General				
Theater Judge Advocate General				
Corps Judge Advocate General				
Postal				
Theater Postal				
Corps Postal				







































# CSS Admin (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Finance				
Theater Finance				
Corps Finance				
Personnel Services				
Theater Personnel Services				
Corps Personnel Services				
Mortuary / Graves Registration				
Theater Mortuary / Graves Registration				
Corps Mortuary / Graves Registration				




























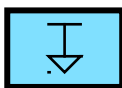

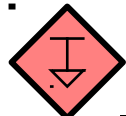
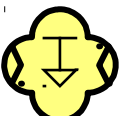




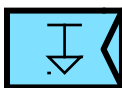




# CSS Admin (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Religious / Chaplain				
Theater Religious / Chaplain				
Corps Religious / Chaplain				
Public Affairs				
Theater Public Affairs				
Corps Public Affairs				
Public Affairs Broadcast				
Theater Public Affairs Broadcast				
Corps Public Affairs Broadcast				















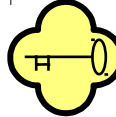
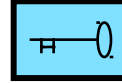

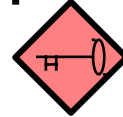
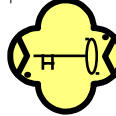
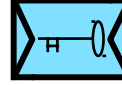


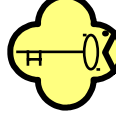
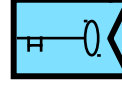

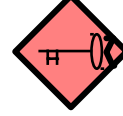



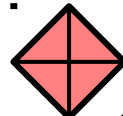

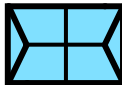

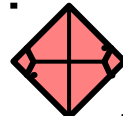

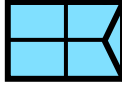


# CSS Admin (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Joint Information Bureau				
Theater Joint Information Bureau				
Corps Joint Information Bureau				
Replacement Holding Unit				
Theater Replacement Holding Unit				
Corps Replacement Holding Unit				
Labor Unit				
Theater Labor Unit				
Corps Labor Unit				


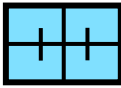



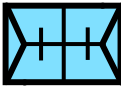



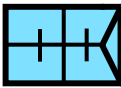



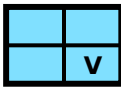



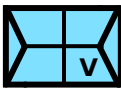



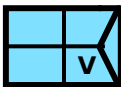



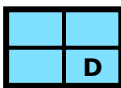

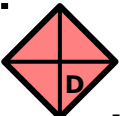

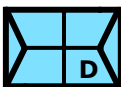



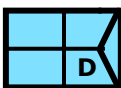








# CSS Admin -

## Medical

Units	Unknown	Friendly	Neutral	Hostile
Morale, Welfare and Recreation				
Theater Morale, Welfare and Recreation				
Corps Morale, Welfare and Recreation				
Quartermaster (Supply)				
Theater Quartermaster (Supply)				
Corps Quartermaster (Supply)				
<b>Medical</b>				
Theater Medical				
Corps Medical				

# CSS Medical (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Medical Treatment Facility				
Theater Medical Treatment Facility				
Corps Medical Treatment Facility				
Veterinary				
Theater Veterinary				
Corps Veterinary				
Dental				
Theater Dental				
Corps Dental				
Psychological				



# CSS Medical -

## Supply

### Units

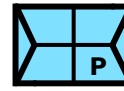
Unknown

Friendly

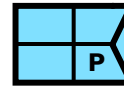
Neutral

Hostile

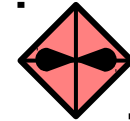
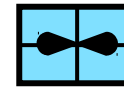
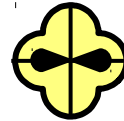
Theater Psychological



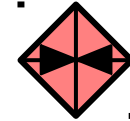
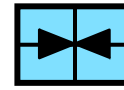
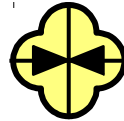
Corps Psychological



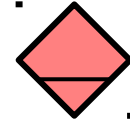
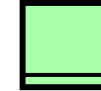
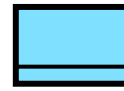
Medivac Fixed Wing



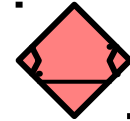
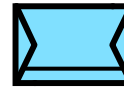
Medivac Rotary Wing



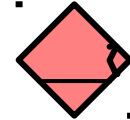
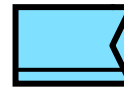
### Supply



Theater Supply



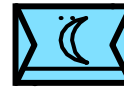
Corps Supply



Supply Class I



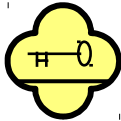
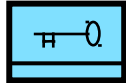

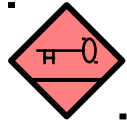
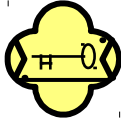
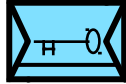


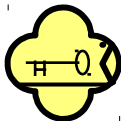
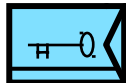



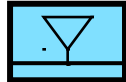

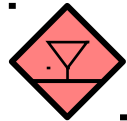





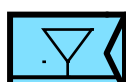

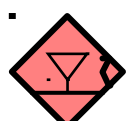




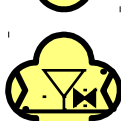


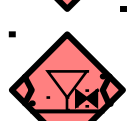



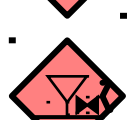
Theater Supply Class I



Corps Supply Class I


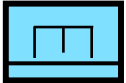

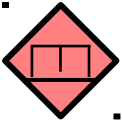




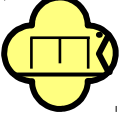


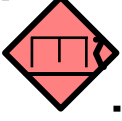



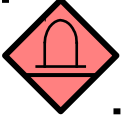









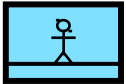



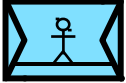



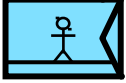




# CSS Supply (CONT)

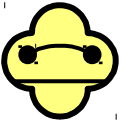
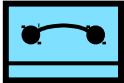


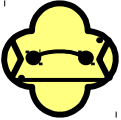
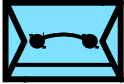


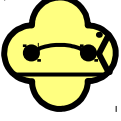
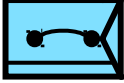





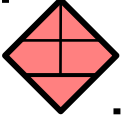
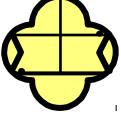


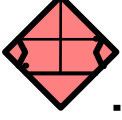
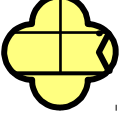


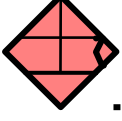
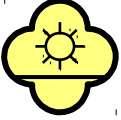
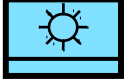


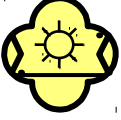
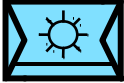






Units	Unknown	Friendly	Neutral	Hostile
Supply Class II				
Theater Supply Class II				
Corps Supply Class II				
Supply Class III				
Theater Supply Class III				
Corps Supply Class III				
Supply Class III Aviation				
Theater Supply Class III Aviation				
Corps Supply Class III Aviation				



# CSS Supply (CONT)














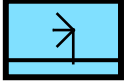

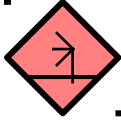
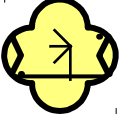
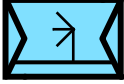



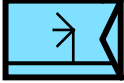

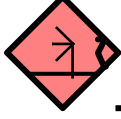

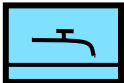


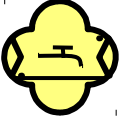
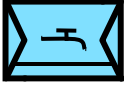



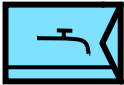


Units	Unknown	Friendly	Neutral	Hostile
Supply Class IV				
Theater Supply Class IV				
Corps Supply Class IV				
Supply Class V				
Theater Supply Class V				
Corps Supply Class V				
Supply Class VI				
Theater Supply Class VI				
Corps Supply Class VI				

# CSS Supply (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Supply Class VII				
Theater Supply Class VII				
Corps Supply Class VII				
Supply Class VIII				
Theater Supply Class VIII				
Corps Supply Class VIII				
Supply Class IX				
Theater Supply Class IX				
Corps Supply Class IX				



# CSS Supply (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Supply Class X				
Theater Supply Class X				
Corps Supply Class X				
Laundry / Bath				
Theater Laundry / Bath				
Corps Laundry / Bath				
Water				
Theater Water				
Corps Water				



# CSS Supply

## Units

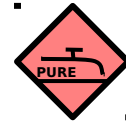
Unknown

Friendly

Neutral

Hostile

Water Purification



Theater Water Purification



Corps Water Purification



## Transportation

## Units

Unknown

Friendly

Neutral

Hostile

## Transportation

Heavy or Heavy Lift Transportation Unit

Medium Transportation Unit

Light Transportation Unit

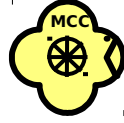
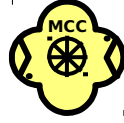
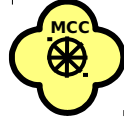
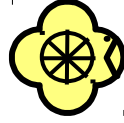
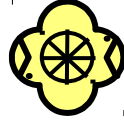
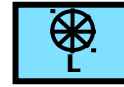
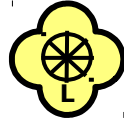
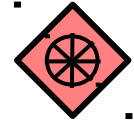
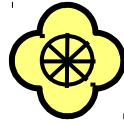
Theater Transportation

Corps Transportation

Movement Control Center

Theater Movement Control Center

Corps Movement Control Center



# CSS Transportation (Cont)

## Units

Unknown

Friendly

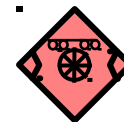
Neutral

Hostile

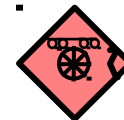
Railhead



Theater Railhead



Corps Railhead



SPOD / SPOE



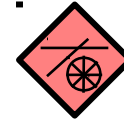
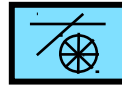
Theater SPOD / SPOE



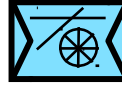
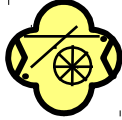
Corps SPOD / SPOE



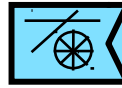
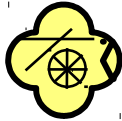
APOD / APOE



















Theater APOD / APOE



Corps APOD / APOE



# CSS Transportation (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Missile Transportation				
Theater Missile Transportation				
Corps Missile Transportation				
POL Transportation				

## Maintenance

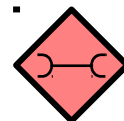
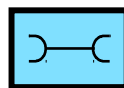
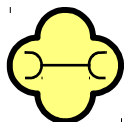
Units

Unknown

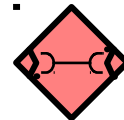
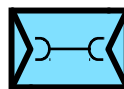
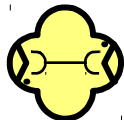
Friendly

Neutral

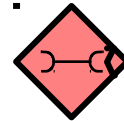
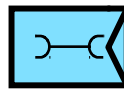
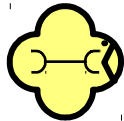
Hostile

**Maintenance**

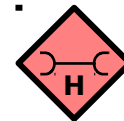
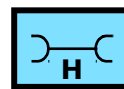
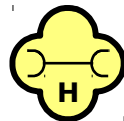
Theater Maintenance



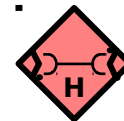
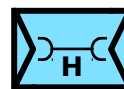
Corps Maintenance



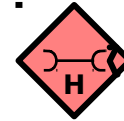
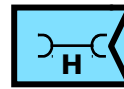
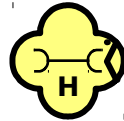
Heavy Maintenance



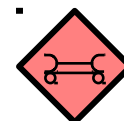
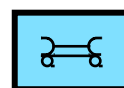
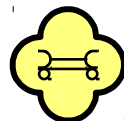
Theater Heavy Maintenance



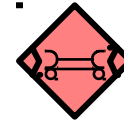
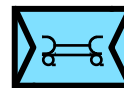
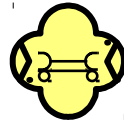
Corps Heavy Maintenance



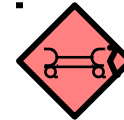
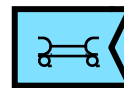
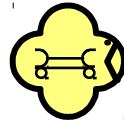
Maintenance Recovery




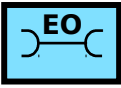



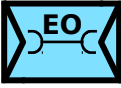



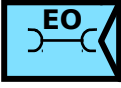



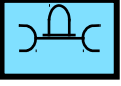










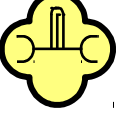











Theater Maintenance Recovery



Corps Maintenance Recovery

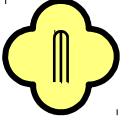
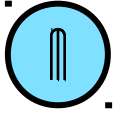

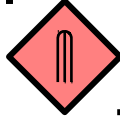
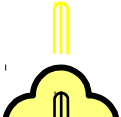
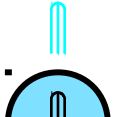

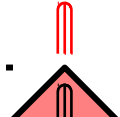
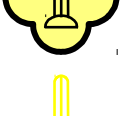
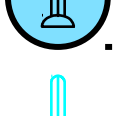

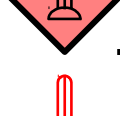
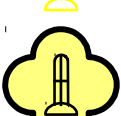
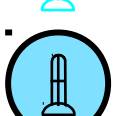

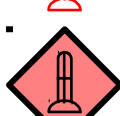
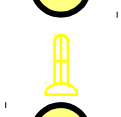
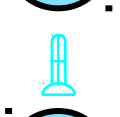

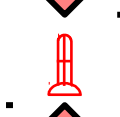
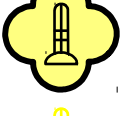
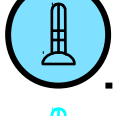

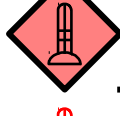
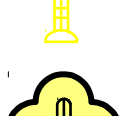
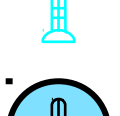

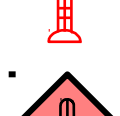
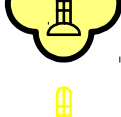
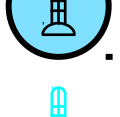

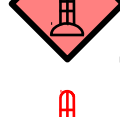
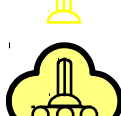
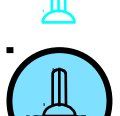

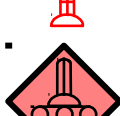
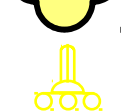


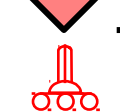
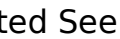





# CSS Maintenance (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Electro-Optical Maintenance				
Theater Electro-Optical Maintenance				
Corps Electro-Optical Maintenance				
Ordinance Maintenance				
Theater Ordinance Maintenance				
Corps Ordinance Maintenance				
Missile Maintenance				
Theater Missile Maintenance				
Corps Missile Maintenance				



# Equipment / Weapons Systems (25

Units	Unknown	Friendly	Neutral	Hostile
Missile Launcher				
Missile Launcher				
AD Missile Launcher				
AD Missile Launcher				
Short Range AD Missile Launcher				
Short Range AD Missile Launcher				
Medium Range AD Missile Launcher				
Medium Range AD Missile Launcher				
Long Range AD Missile				
Long Range AD Missile				
Cross-County Mobile AD Missile				

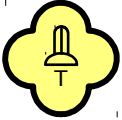































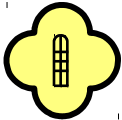







TLAR and TELAR AD Missiles omitted See Speaker Notes





# Weapons Systems

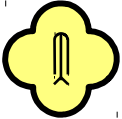








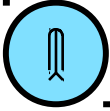















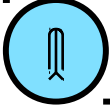






(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Theater AD Missile				
Theater AD Missile				
Surf to Surf Missile Launcher				
Surf to Surf Missile Launcher				
Short Range Surf to Surf Missile Launcher				
Short Range Surf to Surf Missile Launcher				
Medium Range Surf to Surf Missile Launcher				
Medium Range Surf to Surf Missile Launcher				
Long Range Surf to Surf Missile Launcher				
Long Range Surf to Surf Missile Launcher				



# Weapons Systems

































(Cont)

Units	Unknown	Friendly	Neutral	Hostile
AT Missile Launcher				
AT Missile Launcher				
Light AT Missile Launcher				
Light AT Missile Launcher				
Medium AT Missile Launcher				
Medium AT Missile Launcher				
Heavy AT Missile Launcher				
Heavy AT Missile Launcher				



































# Weapons Systems

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Single Rocket Launcher				
Single Rocket Launcher				
Light Single Rocket Launcher				
Light Single Rocket Launcher				
Medium Single Rocket Launcher				
Medium Single Rocket Launcher				
Heavy Single Rocket Launcher				
Heavy Single Rocket Launcher				

# Weapons Systems

































(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Multiple Rocket Launcher				
Multiple Rocket Launcher				
Light Multiple Rocket Launcher				
Light Multiple Rocket Launcher				
Medium Multiple Rocket Launcher				
Medium Multiple Rocket Launcher				
Heavy Multiple Rocket Launcher				
Heavy Multiple Rocket Launcher				




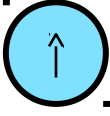

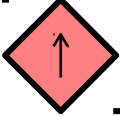




























# Weapons Systems

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Single Antitank Rocket Launcher				
Single Antitank Rocket Launcher				
Light Antitank Rocket Launcher				
Light Antitank Rocket Launcher				
Medium Antitank Rocket Launcher				
Medium Antitank Rocket Launcher				
Heavy Antitank Rocket Launcher				
Heavy Antitank Rocket Launcher				

# Weapons Systems


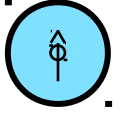






























(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Rifle / Automatic Weapon				
Rifle / Automatic Weapon				
Light Rifle / Automatic Weapon				
Light Rifle / Automatic Weapon				
Medium Rifle / Automatic Weapon				
Medium Rifle / Automatic Weapon				
Heavy Rifle / Automatic Weapon				
Heavy Rifle / Automatic Weapon				



# Weapons Systems

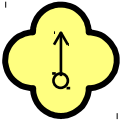
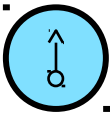

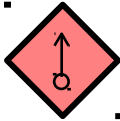




























(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Grenade Launcher				
Grenade Launcher				
Light Grenade Launcher				
Light Grenade Launcher				
Medium Grenade Launcher				
Medium Grenade Launcher				
Heavy Grenade Launcher				
Heavy Grenade Launcher				



# Weapons Systems

































(Cont)

Units		Unknown	Friendly	Neutral	Hostile
	Mortar				
	Mortar				
	Light Mortar				
	Light Mortar				
	Medium Mortar				
	Medium Mortar				
	Heavy Mortar				
	Heavy Mortar				



# Weapons Systems

































(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Howitzer				
Howitzer				
Howitzer SP				
Howitzer SP				
Light Howitzer				
Light Howitzer				
Light Howitzer SP				
Light Howitzer SP				



# Weapons Systems




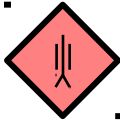




























(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Medium Howitzer				
Medium Howitzer				
Medium Howitzer SP				
Medium Howitzer SP				
Heavy Howitzer				
Heavy Howitzer				
Heavy Howitzer SP				
Heavy Howitzer SP				



# Weapons Systems

































(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Antitank Gun				
Antitank Gun				
Light Antitank Gun				
Light Antitank Gun				
Medium Antitank Gun				
Medium Antitank Gun				
Heavy Antitank Gun				
Heavy Antitank Gun				



# Weapons Systems
































(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Recoilless AT Gun				
Recoilless AT Gun r				
Light Recoilless AT Gun				
Light Recoilless AT Gun				
Medium Recoilless AT Gun				
Medium Recoilless AT Gun				
Heavy Recoilless AT Gun				
Heavy Recoilless AT Gun				



# Weapons Systems




















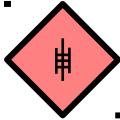












(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Direct Fire Gun				
Direct Fire Gun				
Direct Fire Gun SP				
Direct Fire Gun SP				
Light Direct Fire Gun				
Light Direct Fire Gun				
Light Direct Fire Gun SP				
Light Direct Fire Gun SP				



# Weapons Systems

































(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Medium Direct Fire Gun				
Medium Direct Fire Gun				
Medium Direct Fire Gun SP				
Medium Direct Fire Gun SP				
Heavy Direct Fire Gun				
Heavy Direct Fire Gun				
Heavy Direct Fire Gun SP				
Heavy Direct Fire Gun SP				



# Weapons Systems




















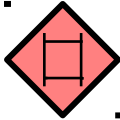












(Cont)

Units	Unknown	Friendly	Neutral	Hostile
AD Gun				
AD Gun				
Light AD Gun				
Light AD Gun				
Medium AD Gun				
Medium AD Gun				
Heavy AD Gun				
Heavy AD Gun				



# Weapons Systems

















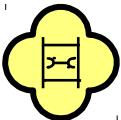
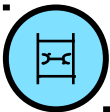

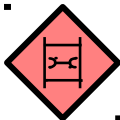




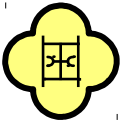







(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Ground Vehicle				
Ground Vehicle				
Armored Ground Vehicle				
Armored Ground Vehicle				
Tank				
Tank				
Light Tank				
Light Tank				



# Weapons Systems




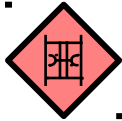




































(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Medium Tank				
Medium Tank				
Heavy Tank				
Heavy Tank				
Tank Retriever				
Tank Retriever				
Light Tank Retriever				
Light Tank Retriever				



# Weapons Systems

























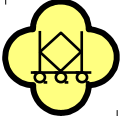







(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Medium Tank Retriever				
Medium Tank Retriever				
Heavy Tank Retriever				
Heavy Tank Retriever				
Armored Personnel Carrier (APC)				
APC				
APC Retriever				
APC Retriever				
Armored Ambulance				
Armored Ambulance				



























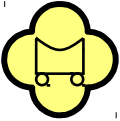







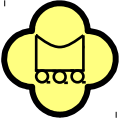







# Weapons Systems

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Armored Infantry Vehicle				
Armored Infantry Vehicle				
C2V / ACV				
C2V / ACV				
Armored Combat Service Support Vehicle				
Armored Combat Service Support Vehicle				
Light Armored Vehicle (LAV)				
LAV				



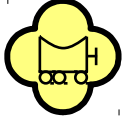







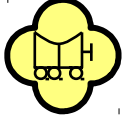







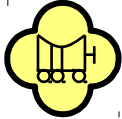















# Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Utility Vehicle				
Utility Vehicle				
Ambulance				
Ambulance				
Bus				
Bus				
Truck				
Truck				
Cross Country Truck				
Cross Country Truck				



# Weapons Systems

































(Cont)

Units		Unknown	Friendly	Neutral	Hostile
	Semi				
	Semi				
	Semi Light				
	Semi Light				
	Semi Medium				
	Semi Medium				
	Semi Heavy				
	Semi Heavy				



# Weapons Systems

































(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Tow Truck				
Tow Truck				
Tow Truck Light				
Tow Truck Light				
Tow Truck Heavy				
Tow Truck Heavy				
Armored Dozer				
Armored Dozer				



# Weapons Systems

























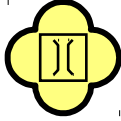
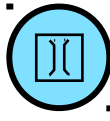
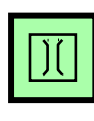
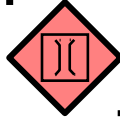












(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Engineer Assault Vehicle				
Engineer Assault Vehicle				
Engineer Assault Vehicle Light				
Engineer Assault Vehicle Light				
Backhoe				
Backhoe				
Pack Animals				
Pack Animals				



# Weapons Systems









































(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Amphibious Truck				
Amphibious Truck				
Engineer Vehicle				
Engineer Vehicle				
Engineer Construction Vehicle				
Engineer Construction Vehicle				
Engineer Bridge Vehicle				
Engineer Bridge Vehicle				
Engineering Vehicle Ferry Transporter				
Engineering Vehicle Ferry Transporter				






















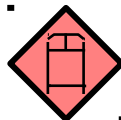















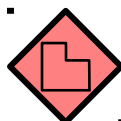




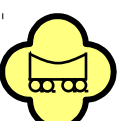
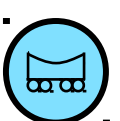

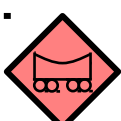






# Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Mine Laying Vehicle				
Mine Laying Vehicle				
Armored Mine Laying Vehicle w Volcano				
Armored Mine Laying Vehicle w Volcano				
Mine Laying Truck w Volcano				
Mine Laying Truck w Volcano				
Mine Clearing Vehicle				
Mine Clearing Vehicle				
Armored Mine Clearing Vehicle				
Armored Mine Clearing Vehicle				


























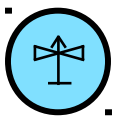








# Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Trailer Mounted Mine Clearing Vehicle				
Trailer Mounted Mine Clearing Vehicle				
Engineering Earthmover				
Engineering Earthmover				
Engineering Dozer				
Engineering Dozer				
Civilian Vehicle				
Civilian Vehicle				
Locomotive				
Locomotive				
Rail Car				
Rail Car				



































# Weapons Systems / Helicopters

Units	Unknown	Friendly	Neutral	Hostile
Utility				
Utility				
Cargo				
Cargo				
Reconnaissance				
Reconnaissance				
Attack / Armed				
Attack / Armed				

# Weapons Systems

(Cont)

Units		Unknown	Friendly	Neutral	Hostile
Sensors	Sensor				
	Sensor				
	Emplaced Sensor				
	Emplaced Sensor				
Special	Radar				
	Radar				
	Laser				
	Laser				



# Weapons Systems

(Cont)

Units

Unknown

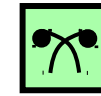
Friendly

Neutral

Hostile

Special

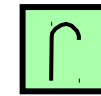
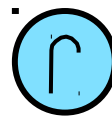
NBC Equipment



NBC Equipment



Flame Thrower



Flame Thrower



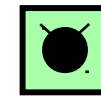
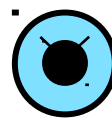
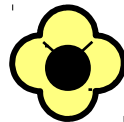
Land Mines



Land Mines



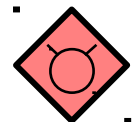
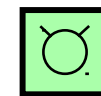
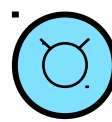
Claymore Mine



Claymore Mine



Less Than Lethal Mine



Less Than Lethal Mine



# Sea Surface Symbols (8 slides)

## Sea Surface

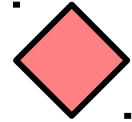
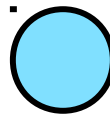
Unknown

Friendly

Neutral

Hostile

Sea Surface



Combatant



Warship (Line)



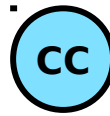
Aircraft Carrier



Battleship



Cruiser



Destroyer



Frigate / Corvette



# Sea Surface Symbols (Cont)

## Sea Surface

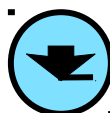
Unknown

Friendly

Neutral

Hostile

Amphibious Warfare Ship



Amphibious Assault Vessel



Landing Ship



Landing Craft



Mine Warfare Vessel



Minelayer



Minesweeper



Minehunter



# Sea Surface Symbols (Cont)

## Sea Surface

Unknown

Friendly

Neutral

Hostile

MCM Support



MCM Drone



Combatant Patrol



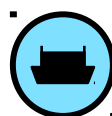
ASW Patrol



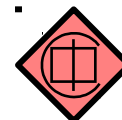
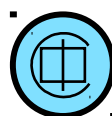
ASW Warfare



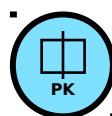
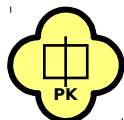
Hovercraft



Combatant Station



Combatant Picket Station





# Sea Surface Symbols (Cont)

## Sea Surface

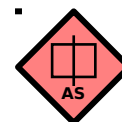
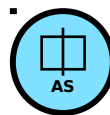
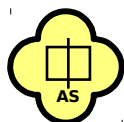
### Unknown

### Friendly

### Neutral

### Hostile

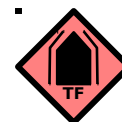
ASW Ship Station



Navy Group



Navy Task Force



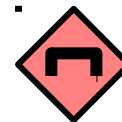
Navy Task Group



Navy Task Unit



Convoy



Small Boat Swarm\*



**\*See Speaker notes**



# Sea Surface Symbols (Cont)

## Sea Surface

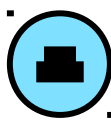
### Unknown

### Friendly

### Neutral

### Hostile

Noncombatant



Underway Replenishment  
Oiler, Stores, Ammo Troop Transport



Tender



AGI



Yard Craft



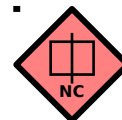
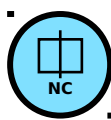
Hospital Ship



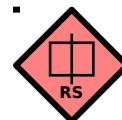
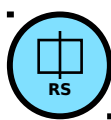
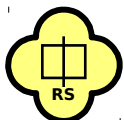
Non Combatant Hovercraft



Non-Combatant Station



Non-Combatant Rescue Station




























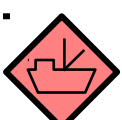




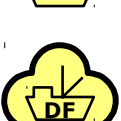
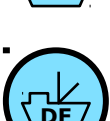

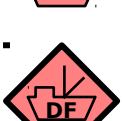




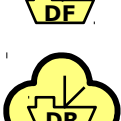
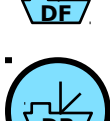

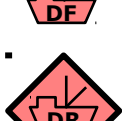






# Sea Surface Symbols Non

Units	Unknown	Military	Neutral	Hostile
Merchant				
Merchant				
Merchant Cargo				
Merchant Cargo				
Merchant Roll On / Roll Off (RO/RO)				
Merchant RO/RO				
Merchant Oiler / Tanker				
Merchant Oiler / Tanker				
Merchant Tug				
Merchant Tug				
Merchant Ferry				
Merchant Ferry				



# Sea Surface Symbols Non

Units	Unknown	Military Friendly	Neutral	Hostile
Merchant Passenger				
Passenger				
Hazardous Materials				
Hazardous Materials				
Towing Vessel				
Towing Vessel				
Merchant Fishing				
Fishing				
Fishing Drifter				
Fishing Drifter				
Fishing Dredge Nets				
Fishing Dredge Nets				























# Sea Surface Symbols Non

## Military

Units	Unknown	Friendly	Neutral	Hostile
Fishing Trawler				
Fishing Trawler				
Leisure Craft				
Leisure Craft				
Law Enforcement / Coast Guard				
Law Enforcement / Coast Guard				
Hovercraft				
Hovercraft				
Oil Rig				
Wreck (not dangerous)				
Wreck (dangerous)				
Sea Mine				
Sea Mine Belt				
Various Options See Speaker Notes				



# Sea Sub-Surface Symbols (2 slides)

Units	Unknown	Friendly	Neutral	Hostile
Subsurface				
Submarine				
Nuclear propulsion Submarine				
Non-nuclear Propulsion Submarine				
Other Submersible (rescue, Research, Underwater Tug)				

# Sea Sub-Surface Symbols (Continued)

## Units

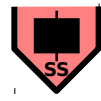
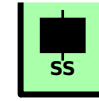
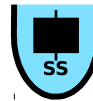
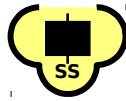
Unknown

Friendly

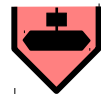
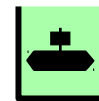
Neutral

Hostile

Submarine Station



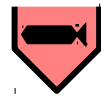
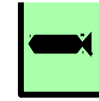
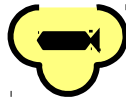
ASW Submarine



Underwater  
Weapon



Torpedo



Unmanned Underwater Vehicle



# Air Tracks (11 Slides)

## Units

These Symbols represent  
In flight units

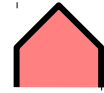
Unknown

Friendly

Neutral

Hostile

Air Track



Military



Fixed Wing



Bomber



Fighter



Interceptor



Trainer



Attack / Strike





# Air Tracks (Continued)

## Units

These Symbols represent  
In flight units

Unknown

Friendly

Neutral

Hostile

VSTOL



Tanker



Cargo (Transport)



Light Cargo (Transport)



Medium Cargo (Transport)



Heavy Cargo (Transport)



ECM / Jammer



Medivac



# Air Tracks

Unknown

Friendly (Continued)

Neutral

Hostile

Fixed Wing Recon



AEW



Recon ESM



Recon Photographic



Fixed Wing Patrol



Anti-Surface Warfare Patrol  
(Naval)



Mine Counter Measures Patrol



Fixed Wing Utility



Light Fixed Wing Utility



# Air Tracks (Continued)

## Units

These Symbols represent  
In flight units

Unknown

Friendly

Neutral

Hostile

Medium Fixed Wing Utility



Heavy Fixed Wing Utility



Fixed Wing Communications (C3I)



Combat Search and Rescue (CSAR)



Airborne Command Post (C2)



Fixed Wing Drone  
(RPV/UAV)



Fixed Wing Drone  
(RPV/UAV) Attack



Fixed Wing Drone  
(RPV/UAV) Bomber



# Air Tracks (Continued)

## Units

These Symbols represent  
In flight units

Fixed Wing Drone (RPV/UAV) Cargo
Fixed Wing Drone (RPV/UAV) Airborne Command Post
Fixed Wing Drone (RPV/UAV) Fighter
Fixed Wing Drone (RPV/UAV) Search & Rescue CSAR
Fixed Wing Drone (RPV/UAV) Electronic Countermeasures Jammer
Fixed Wing Drone (RPV/UAV) Tanker
Fixed Wing Drone (RPV/UAV) VSTOL
Fixed Wing Drone (RPV/UAV) SOF

Unknown

Friendly

Neutral

Hostile



## Units

These Symbols represent  
In flight units

## Air Tracks (Continued)

Unknown

Friendly

Neutral

Hostile

Fixed Wing Drone  
(RPV/UAV) Mine  
Countermeasures



Fixed Wing Drone  
(RPV/UAV) Anti-Surface Warfare  
(ASUW)



Fixed Wing Drone  
(RPV/UAV) Patrol



Fixed Wing Drone  
(RPV/UAV) Recon



Fixed Wing Drone  
(RPV/UAV) Airborne Early  
Warning



Fixed Wing Drone  
(RPV/UAV) Recon  
ESM



Fixed Wing Drone  
(RPV/UAV)  
Photo Recon



Fixed Wing Drone  
(RPV/UAV) ASW



# Air Tracks (Continued)

## Units

These Symbols represent  
In flight units

Unknown

Friendly

Neutral

Hostile

Fixed Wing Drone  
(RPV/UAV) Trainer



Fixed Wing Drone  
(RPV/UAV) Utility



Fixed Wing Drone  
(RPV/UAV) Communications (C3I)



Fixed Wing Drone  
(RPV/UAV) Medivac



Fixed Wing ASW  
Carrier based



Fixed Wing SOF



Military Rotary Wing



Military Rotary Wing Attack



# Air Tracks (Continued)

## Units

These Symbols represent  
In flight units

Unknown

Friendly

Neutral

Hostile

Rotary Wing  
ASW / MPA



Rotary Wing  
Utility



Rotary Wing Utility  
Light



Rotary Wing Utility  
Medium



Rotary Wing Utility  
Heavy



Rotary Wing  
MCM



Rotary Wing CSAR



Rotary Wing Recon



# Air Tracks (Continued)

## Units

These Symbols represent  
In flight units

Unknown Friendly Neutral Hostile

Rotary Wing Drone  
(RPV/UAV)



Rotary Wing  
Cargo Airlift



Rotary Wing Cargo Airlift  
Light



Rotary Wing Cargo Airlift  
Medium



Rotary Wing Cargo Airlift  
Heavy



Rotary Wing  
Trainer



Rotary Wing CSAR



Rotary Wing SOF





# Air Tracks (Continued)

## Units

These Symbols represent  
In flight units

Rotary Wing  
Airborne Command Post (C2)

Rotary Wing  
Tanker

Rotary Wing ECM/Jammer

Military Lighter than Air

Civilian Lighter than Air

Weapons Air Track  
or  
Missile in Flight

Missile in Flight  
Surface Launched

Missile in Flight  
Surface to Surface

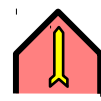
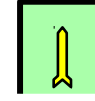
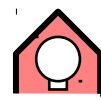
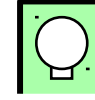
Missile in Flight  
Surface to Air

Unknown

Friendly

Neutral

Hostile



# Air Tracks (Continued)

## Units

These Symbols represent  
In flight units

Unknown Friendly Neutral Hostile

Missile in Flight  
Air Launched Missile



Missile in Flight  
Air to Surface Missile



Missile in Flight  
Air to Air Missile



Missile in Flight  
Surface to Surface Missile



Missile in Flight  
Cruise Missile



Air Decoy



Civil Air Track



Civil Fixed Wing



Civil Rotary Wing



# Space Tracks

Units	Unknown	Friendly	Neutral	Hostile
Space Track				
Satellite				
Crewed Space Vehicle				
Space Station				









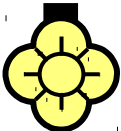


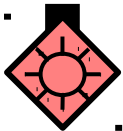









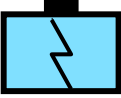










# Ground Structures and Installations

Description	Unknown (5 pages)	Friendly	Neutral	Hostile
Installation				
Raw Material Production/Storage				
Mine				
Petroleum/Gas/Oil Production / Stowage				
NBC Production / Stowage				
NBC Biological Production / Stowage				
NBC Chemical Production / Stowage				
NBC Nuclear Production / Stowage				



# Ground Structures and Installations

## Continued

Description	Unknown	Friendly	Neutral	Hostile
Processing Facility				
Decontamination Facility				
Equipment Manufacture				
Utility Service / Research Facility				
Technological Research Facility				
Telecommunications Facility				
Electric Power Plant				
Nuclear Power Plant				



# Ground Structures and Installations

## Continued

### Description

### Unknown

### Friendly

### Neutral

### Hostile

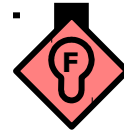
Nuclear Power Plant on Barge



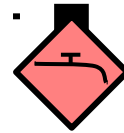
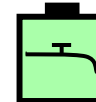
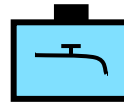
Hydroelectric Power Plant / Dam



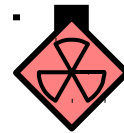
Fossil Fuel Power Plant



Public Water Utility



Nuclear Material Facility



Atomic Energy  
Reactor



Nuclear Material  
Production Facility






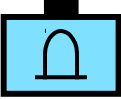







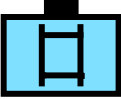

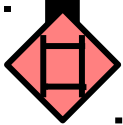
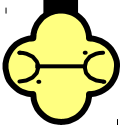
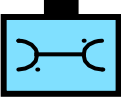

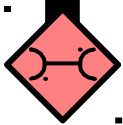

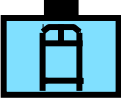
















Nuclear Weapons  
Grade  
Production Facility



















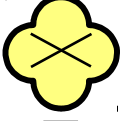





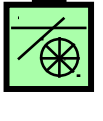

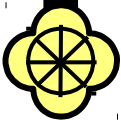



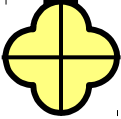
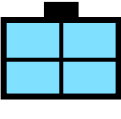
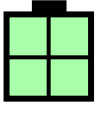
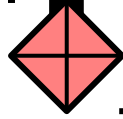

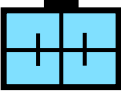
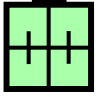
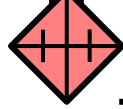
# Ground Structures and Installations

## Continued

Description	Unknown	Friendly	Neutral	Hostile
Nuclear Material Storage Facility				
Ammunition Plant				
Aircraft Assembly Plant				
Armament Production				
Military Vehicle Production				
Engineering Equipment Production				
Bridge Production				
Bio Warfare Production				
Missile and Space System Production				



# Ground Structures and Installations (continued)

Description	Unknown	Friendly	Neutral	Hostile
Government Leadership				
Navy Shipyard				
Naval Base				
Sea Port / Harbor				
Military Base / Facility				
Airport / Airbase				
Transportation Facility				
Medical facility				
Hospital				























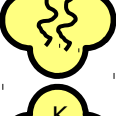



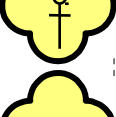


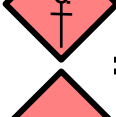
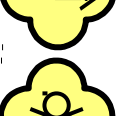
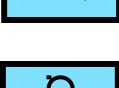

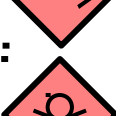
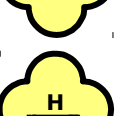


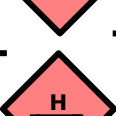






# Stability and Support Operations (7 slides)

Activities	Unknown	Friendly	Neutral	Hostile
Arrest				
Arson				
Computer Network Attack (CNA)				
Fire				
Assassination				
Execution				
Murder				
Bombing				
Booby Trap				



# Stability and Support Operations (continued)

Activities	Unknown	Friendly	Neutral	Hostile
Demonstration				
Drive-By Shooting				
EW Intercept				
Extortion				
Foraging / Searching				
Graffiti				
Kidnapping				
Patrolling				
Poisoning				
<b>Hijacking</b>				
Vehicle Hijacking				



# Stability and Support Operations(continued)

## Activities (Cont)

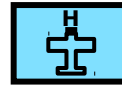
Unknown

Friendly

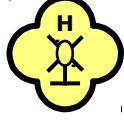
Neutral

Hostile

Airplane Hijacking



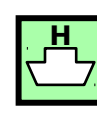
Helicopter Hijacking



Leisure Craft Hijacking

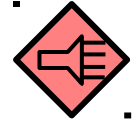


Merchant Hijacking



## Psychological Operations

Psychological Operations



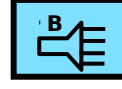
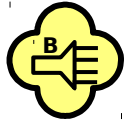
Psychological Operations  
Distribution Center



Face-to-Face PSYOPS







































Loudspeaker Broadcast  
PSYOPS




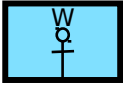



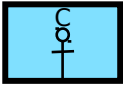














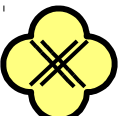



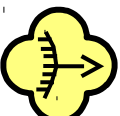
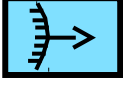











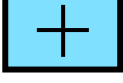

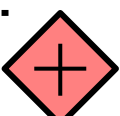
Aerial Fixed Wing  
Loud Speaker  
Broadcast PSYOPS



# Stability and Support Operations(continued)


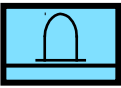



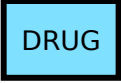














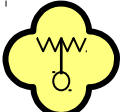



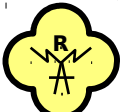










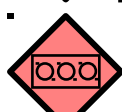




Activities (Cont)	Unknown	Friendly	Neutral	Hostile
Aerial Rotary Wing Loudspeaker Broadcast PSYOPS				
Wheeled Vehicle Mounted Loudspeaker Broadcast PSYOPS				
Printing Services PSYOPS				
Radio Broadcast PSYOPS				
Psychological Operations Target Audience Location				
TV Broadcast PSYOPS				
Written PSYOPS				
Aerial Fixed Wing Leaflet Drops				
Aerial Rotary Wing Leaflet Drops				

# Stability and Support Operations(continued)

Activities (Cont)	Unknown	Friendly	Neutral	Hostile
Willing Recruitment				
Coerced Recruitment				
Riot				
Sniping				
Roadblock*				
Roadblock* Under construction				
Ambush*				
Vandalism / Rape / Plunder Ransack / Loot / Sack / etc				
Mine Laying In Progress*				
Indirect Fire*				




















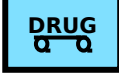


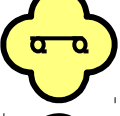
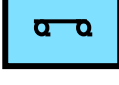

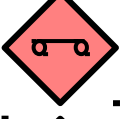




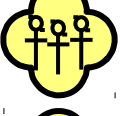


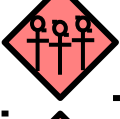








# Stability and Support Operations(continued)

	Unknown	Friendly	Neutral	Hostile
Ammo Cache				
Drug Operation				
Food Distribution				
Mass Graves				
Supply Cache				
Radio				
Radio Station				
TV Station				
Mine Field				
Vehicle IED				

# Stability and Support Operations(continued)

## Locations (Cont)

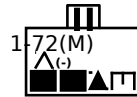
List Locations (*see speaker notes*)

	Unknown	Friendly	Neutral	Hostile
Black List				
Gray List				
White List				
Nonmilitary Operations				
Helicopter				
Drug Vehicle				
Known Insurgent Vehicle				
Media				
Refugees				
Safe House				
Spy				



# Examples of Combat Effectives Graphics Task-Organized Composition Graphics

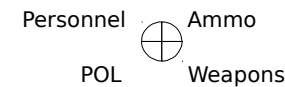
## Example of a Task-Organized Composition Graphic



TF 1-72 IN(M) is organized with two mech Inf Co., one Armor Tm an AT Co. minus one platoon and an Engineer Co.

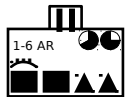
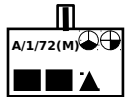
Commander's Assessment of Ability to Perform Mission	Effectiveness Pie Chart	Selected Status Pie Chart
"No Problem"		
"Some Problems" Personnel		
"Major Problems" Weapons Systems		
Can't Perform Mission Pers, Ammo, Weps		

Selected Status Pie Chart Code (see speaker notes)



## Decision Graphics

Team A, 1<sup>st</sup> Bn, 72d IN(M) is organized with two mechanized infantry platoons and one armor platoon. It has "some difficulty" performing its mission because of deadlined weapons systems

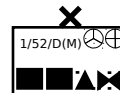


TF 1-6 AR is organized with two armor teams, two mechanized infantry teams, and an air defense platoon. It has "major problems" in performing its Mission because of personnel and weapon systems

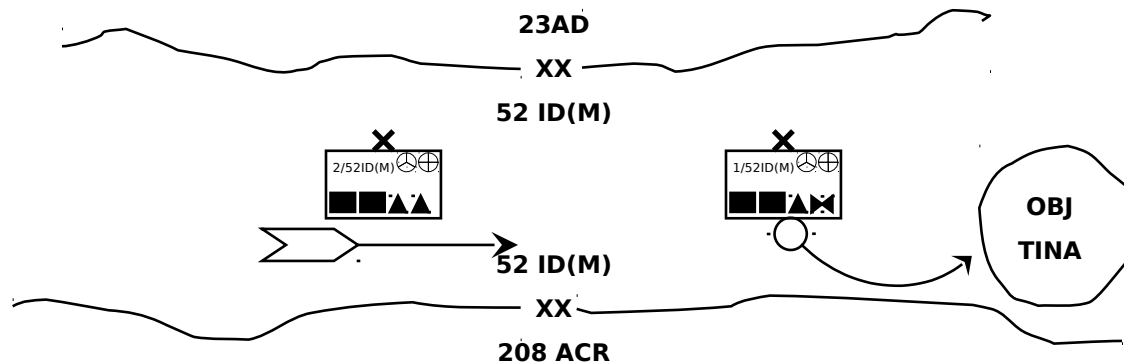
## Shorthand Unit Symbols

Armor	▲
Armored Cavalry	△
Infantry	□
Air Assault Infantry	☑
Airborne Infantry	☒
Light Infantry	☐
Mech Infantry	■
Mountain Infantry	▤
Medium	▥
Antitank Mech	⋈
Air Defense	⋈
Engineer	⋈
Artillery	●
Attack Helicopter	✕
Air Cavalry	✕
Lift/Assault Helicopters	✕

1<sup>st</sup> Bde, 52 ID(M), is organized with two mechanized infantry battalions, one armor battalion, and an attack helicopter battalion. It has "no problems" in performing its mission



## Mission Graphics



1<sup>st</sup> Bde, 52 Inf Div(Mechanized) is task organized with two mech infantry Bn's, an armor (tank) Bn, and an attack helo Bn. It has no deficiencies. Its task is to seize objective Tina. The 2d Bde, 52 ID (Mech) is task organized with two Mech IN Bn's and to Tank Bn's. It has no deficiencies. Its task is to follow and support the first brigade.

See Speaker notes



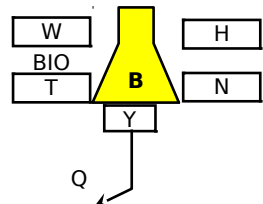




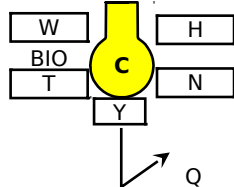
# Labeling for Points, Lines, Areas, Boundaries, NBC

## Events

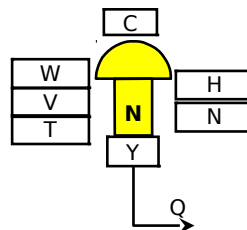
MIL-STD-2525B



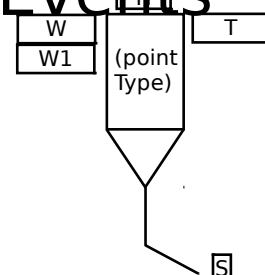
BIO Events



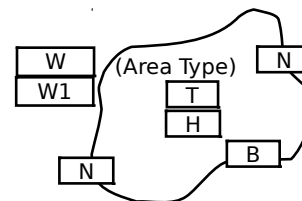
Chemical Events



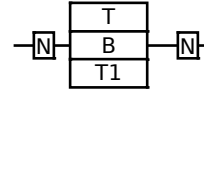
Nuclear Strike



Points



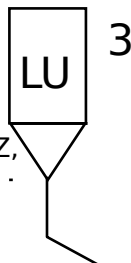
Areas



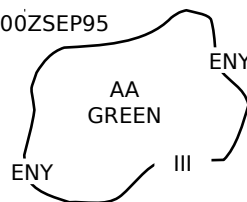
Boundaries

10095900ZJAN92

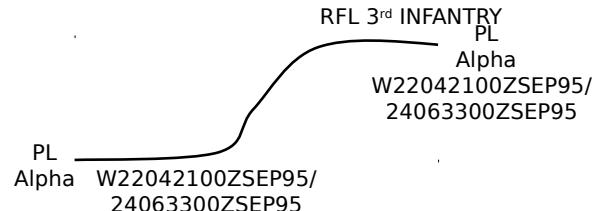
Link up point 3  
Effective 0959Z,  
10 Oct 1992



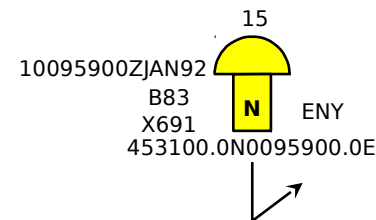
22042100ZSEPT95  
24063300ZSEP95



Enemy Regimental  
Assembly Area Green  
effective 0421Z 22 Sept 95  
To 0633Z 24 Sept 95



Lines



Nuclear Strike

Field	Field Title	Description
A	Symbol	Frame shape, fill and icon showing the basic function of units, installations, or equipment with modifiers A1, A2, A3
B	Echelon	ID's command level
C	Quantity	Kiloton yield for a a nuclear blast
H	Additional Information	Free Text
N	Enemy (Hostile)	Indicated by letters "ENY"
Q	Direction of Movement Arrow	Direction symbol is moving or will move. NBC: downwind direction
S	Offset location indicator	Used when placing a symbol away from actual location
T	Unique Designation	Alphanumeric title that ID's a particular symbol, track number, Nuclear:friendly delivery unit etc
V	Type of Equipment	Identifies unique designation
W	Date-Time Group	Date/time (DDHHMMSSZMONYY) or "o/o" for on order
Y	Location	Lat and Long or Grid Coord



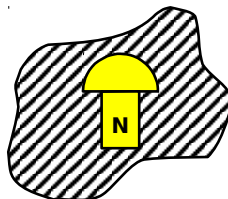
# NBC Symbols



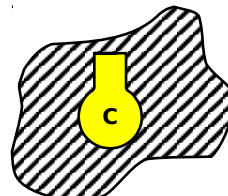
Fall out producing  
blast



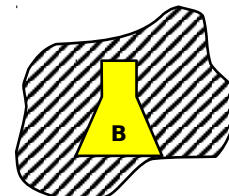
Contaminated Area



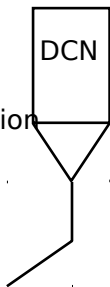
Radioactive  
Contaminated Area



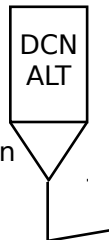
Chemical  
Contaminated Area



Biological  
Contaminated Area



Decontamination  
Point



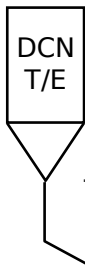
Alternate  
Decontamination  
Point



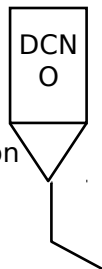
Troop  
Decontamination  
Point



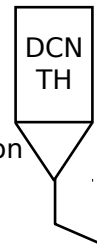
Equipment  
Decontamination  
Point



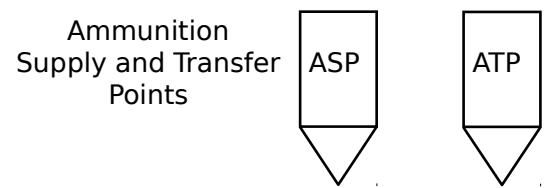
Troop / Equipment  
Decontamination  
Point



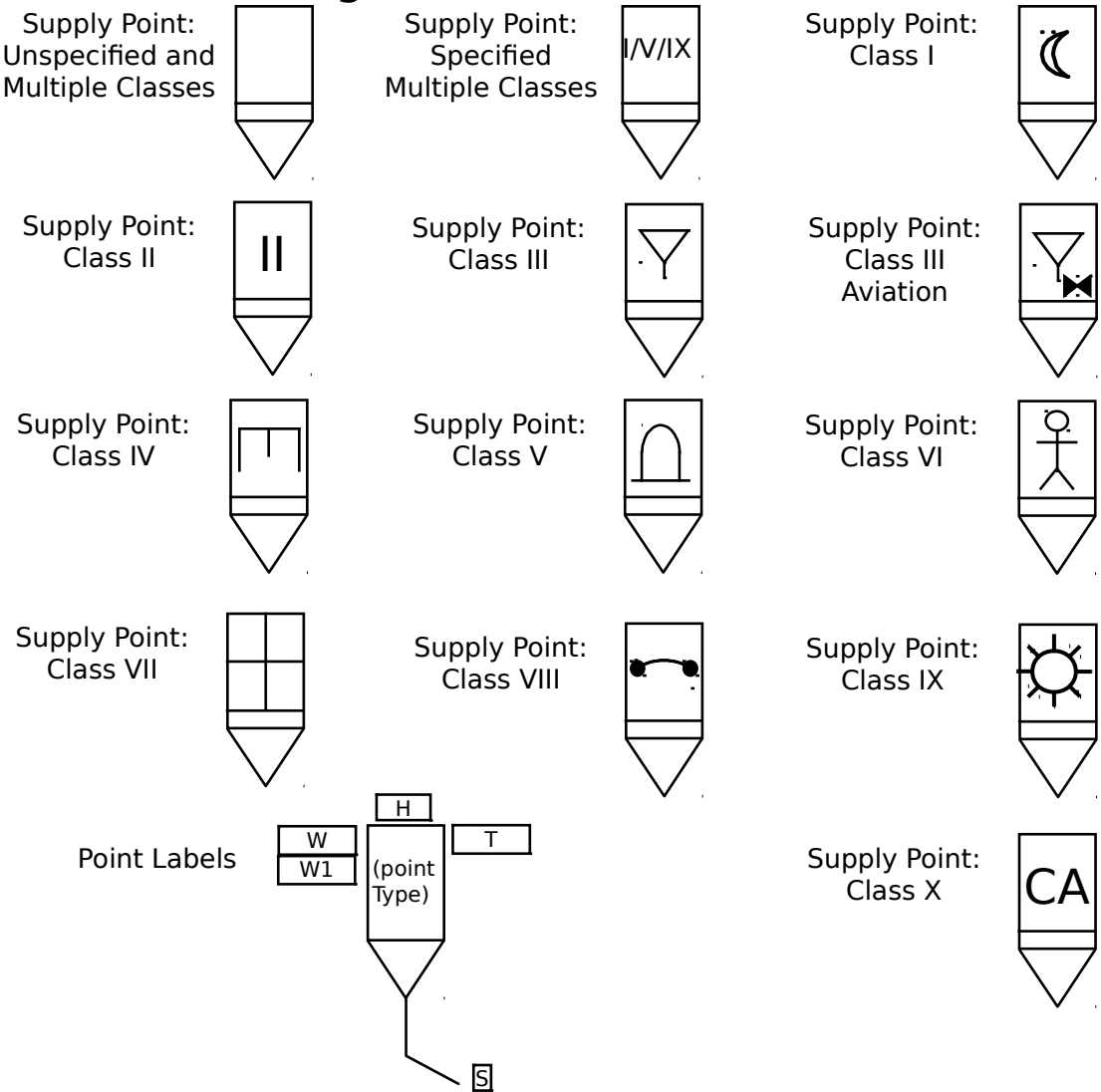
Operational  
Decontamination  
Point



Thorough  
Decontamination  
Point

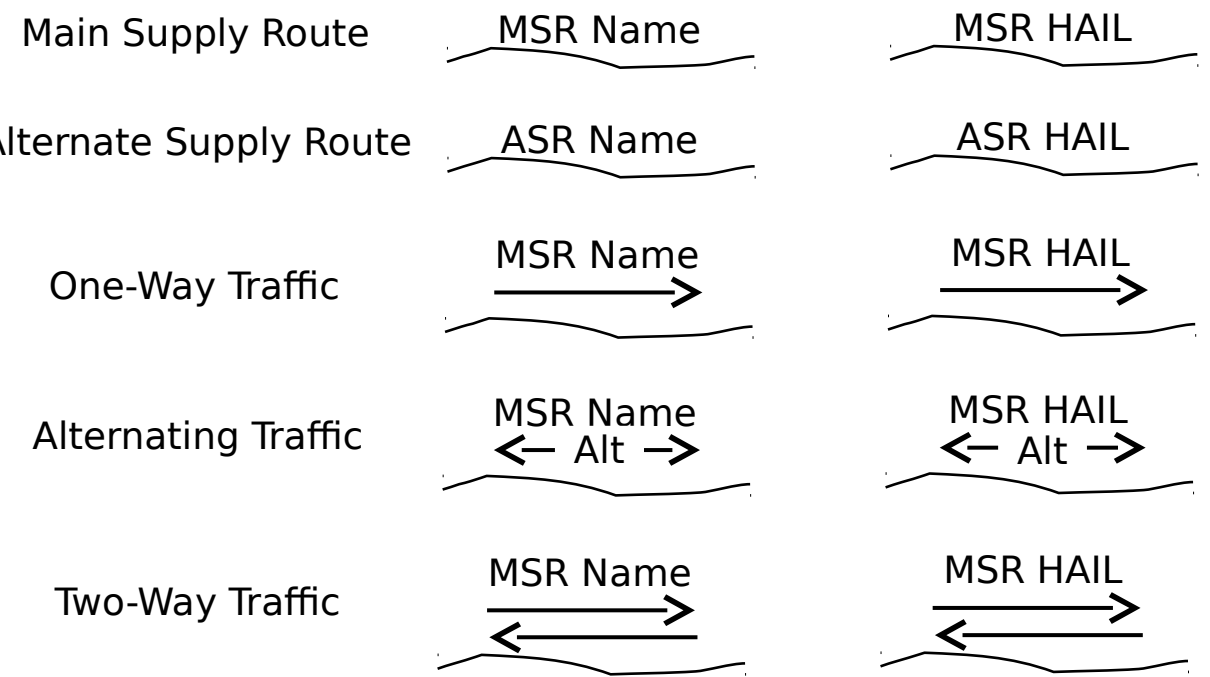
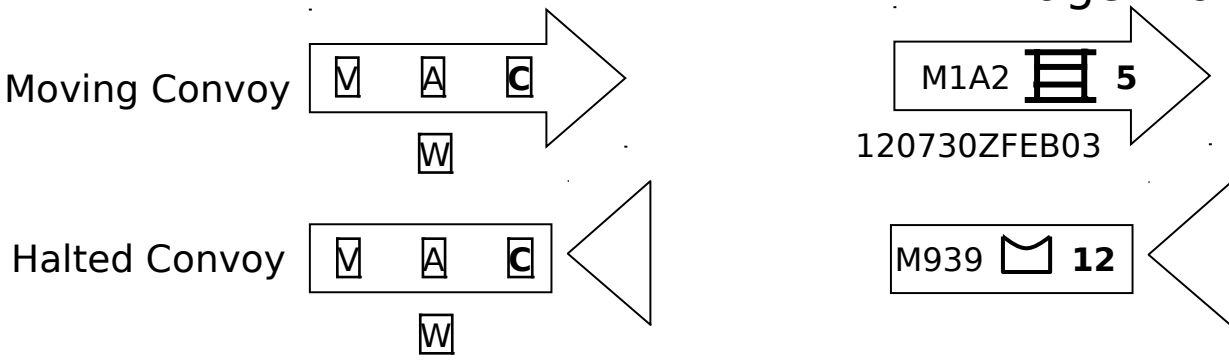


Point Label	Definitions
ASP	Ammunition Supply Point
ATP	Ammunition Transfer Point
AXP	Ambulance Exchange Point
CAN	Cannibalization Point
CCP	Casualty Collection Point
CIV	Civilian Collection Point
DET	Detainee Collection Point
EPW	Enemy Prisoner of War Collection Point
LRP	Logistics Release Point
MCP	Maintenance Collection Point
R3P	Ream, Refuel, & Resupply Point
ROM	Refuel of the Move Point
TCP	Traffic Control Point
TTP	Trailer Transfer Point
UMCP	Unit Maintenance Collection Point



Field	Field Title	Description
H	Additional Information	Free Text
S	Offset location indicator	Used when placing a symbol away from actual location
T	Unique Designation	Alphanumeric title that ID's a particular symbol, track number, Nuclear:friendly delivery unit etc
W	Date-Time Group	Date/time (DDHHMMSSZMONYY) or "o/o" for on order





Field	Field Title	Description
A	Symbol	Frame shape, fill and icon showing the basic function of units, installations, or equipment with modifiers A1, A2, A3
C	Quantity	Kiloton yield for a a nuclear blast
V	Type of Equipment	Identifies unique designation
W	Date-Time Group	Date/time (DDHHMMSSZMONYY) or "o/o" for on order



DETAINEE HOLDING  
AREA

DETAINEE  
HOLDING  
AREA

DIVISION SUPPORT  
AREA

DSA

EPW HOLDING AREA

EPW  
HOLDING  
AREA

REGIMENTAL  
SUPPORT AREA

RSA

FORWARD ARMING  
AND REFUEL POINT

FARP

REFUGEE HOLDING  
AREA

REFUGEE  
HOLDING  
AREA

BRIGADE SUPPORT  
AREA

BSA

# USMC Symbols and Organizations

▶ USMC Symbols

▶ I MEF

▶ 1<sup>st</sup> MARDIV

▶ 3<sup>d</sup> MAW

▶ 1<sup>st</sup> MLG

▶ II MEF

▶ 2<sup>d</sup> MARDIV

▶ 2<sup>d</sup> MAW

▶ 2<sup>d</sup> MLG

▶ III MEF

▶ 3<sup>d</sup> MARDIV

▶ 1<sup>st</sup> MAW

▶ 3<sup>d</sup> MLG

▶ 4<sup>th</sup> MARDIV

▶ 4<sup>th</sup> MAW

▶ 4<sup>th</sup> MLG

▶ Notional MEF

▶ 1<sup>st</sup> MEB

▶ 2<sup>d</sup> MEB

▶ MPF MEB

▶ 2015 Baseline MEB

▶ 2015 Amph & MPF(F) MEBs

▶ MEU (SOC)

▶ 2015 MEU

▶ Notional Rifle Company

▶ Individual Troop Symbols

## **USMC Organization Locations**

▶ MEFs & Maj Subordinates

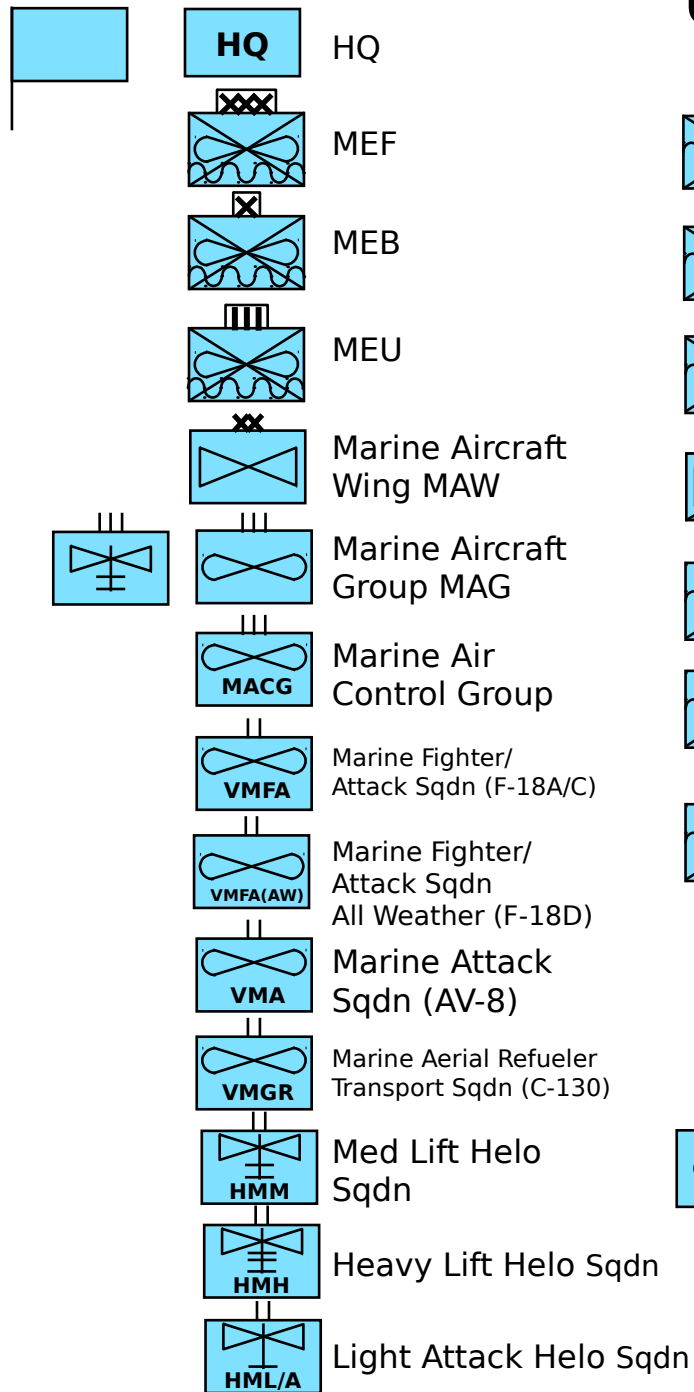
▶ MEBs

▶ Inf and Arty Regts

▶ Aviation Groups

Return to TOC 

	Marine Helos
	Marine Fixed Wing See Aviation page
	AAV's
	MAGTF (amphibious)
	MAGTF
	Amphibious Capable
	Amphibious Support unit cannot conduct amphibious ops
	Landing Support Bn
	Marine Logistics Group.
	Landing Support Shore Party
	Fire Team (Infantry)
	Scout Sniper*
	Shore Fire Control Party*
	LAV
	Engineer Support
	VMU (UAV)



# USMC Symbols (Color)

	Regimental Landing Team
	Battalion Landing Team
	Marine Infantry
	ANGLICO
	Marine Recon
	Division Recon
	Force Recon
	Med Lift Tilt Rotor Sqdn



	Marine Helos
	Marine Fixed Wing See Aviation page
	AAV's
	MAGTF (amphibious)
	MAGTF
	Amphibious Capable
	Amphibious Support unit cannot conduct amphibious ops
	Landing Support Bn
	Marine Logistics Group.
	Landing Support Shore Party
	Fire Team (Infantry)
	Scout Sniper*
	Shore Fire Control Party*
	LAV
	Engineer Support
	VMU (UAV)

	HQ
	MEF
	MEB
	MEU
	Marine Aircraft Wing MAW
	Marine Aircraft Group MAG
	Marine Air Control Group
	Marine Fighter/ Attack Sqdn (F-18A/C)
	Marine Fighter/ Attack Sqdn All Weather (F-18D)
	Marine Attack Sqdn (AV-8)
	Marine Aerial Refueler Transport Sqdn (C-130)
	Med Lift Helo Sqdn
	Heavy Lift Helo Sqdn
	Light Attack Helo Sqdn

# USMC Symbols

	Marine Recon
	Division Recon
	Force Recon
	Marine Infantry
	ANGLICO
	Med Lift Tilt Rotor Sqdn





## 1<sup>st</sup> MLG

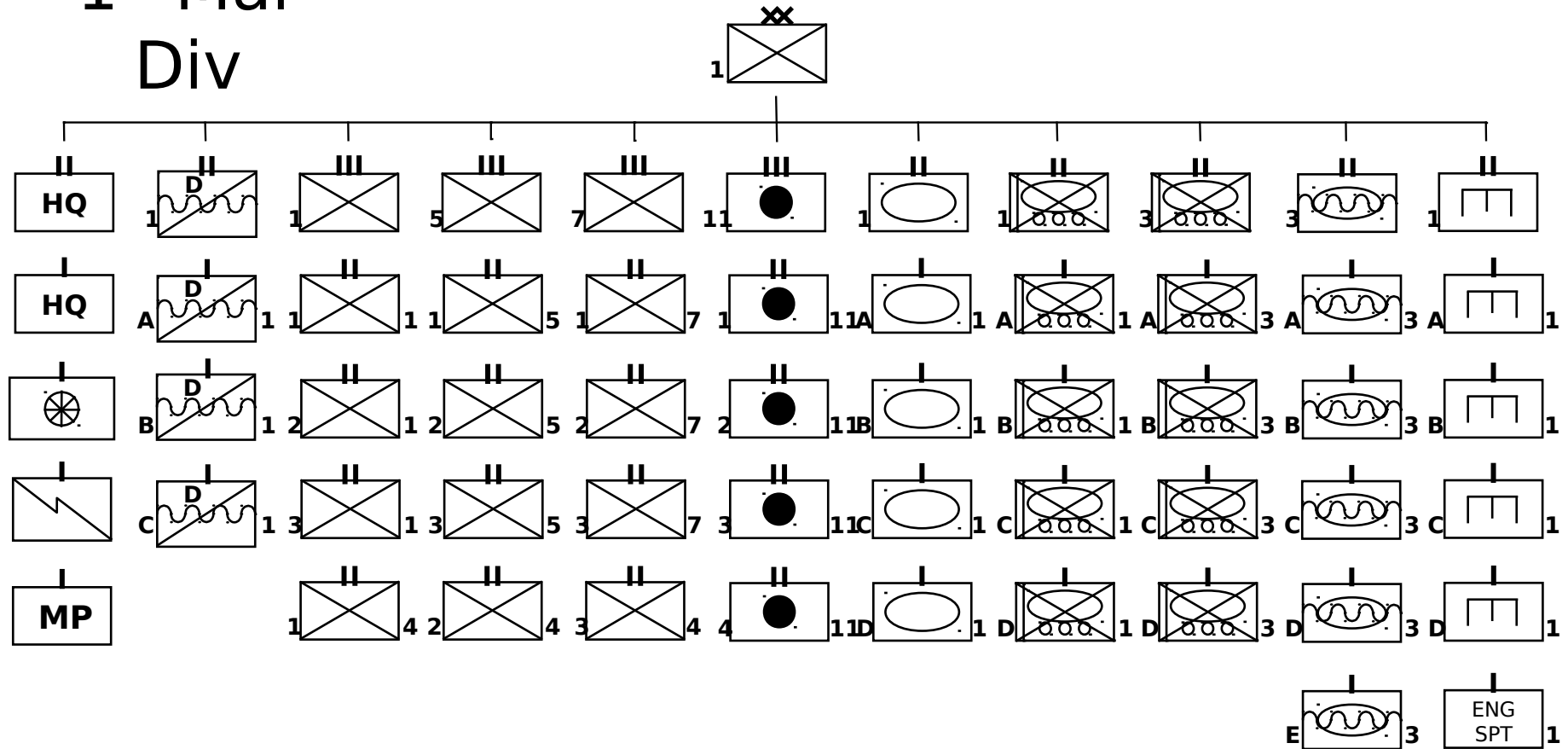
**7,398 Marines    1,200 Sailors**

## UH-1s

The letters will not change scale with the graphics, the Font size must be changed



# 1<sup>st</sup> Mar Div



## Notes:

1st Regt sources Bns to West Coast MEUs one Bn is deployed and one prepping at all times

5th Regt sources Bns to III MEF with a follow-on chop to 31st MEU, one Bn deployed and one Bn Prepping

4th Marines, 3d MarDiv has one of each of its three Bn's attached to a 1<sup>st</sup> MarDiv Regt. These three Bns rotate to III MEF in C

11th Mar source Arty Brtys to West Coast MEUs, one is deployed and one prepping to deploy, one arty btry is sourced UDP to

1st LAR Bn sources Companies (-) to West Coast MEUs, one deployed and one prepping at all times

3d LAR Bn sources UDP companies to 3d MAR Div, one company deployed one prepping to deploy

3d AA Bn sources UDP companies to 3d Mar Div, and sources plats to deploying West Coast MEU's, one company and plat are set prepping to deploy at all times.

1st Combat Engineer Bn sources Plats to MEUs, one plat deployed ant one plat prepping at all times.

7<sup>th</sup> and 11<sup>th</sup> Regt's, 1<sup>st</sup> Tank Bn, Co D 3<sup>rd</sup> AAV Bn and 3<sup>rd</sup> LAR Bn are located in 29 Palms.

# 3<sup>d</sup> MAW

(Aviation Weps & Tng Sdn) 1 MAWTS --- 3 XXXT --- 3 MWHS (MAW HQ Sdn)

## Unit Locations

### Miramar

MWHS 1  
MAG 11, 16  
MACG 38  
MWSG 37  
MWSS 373

### Yuma

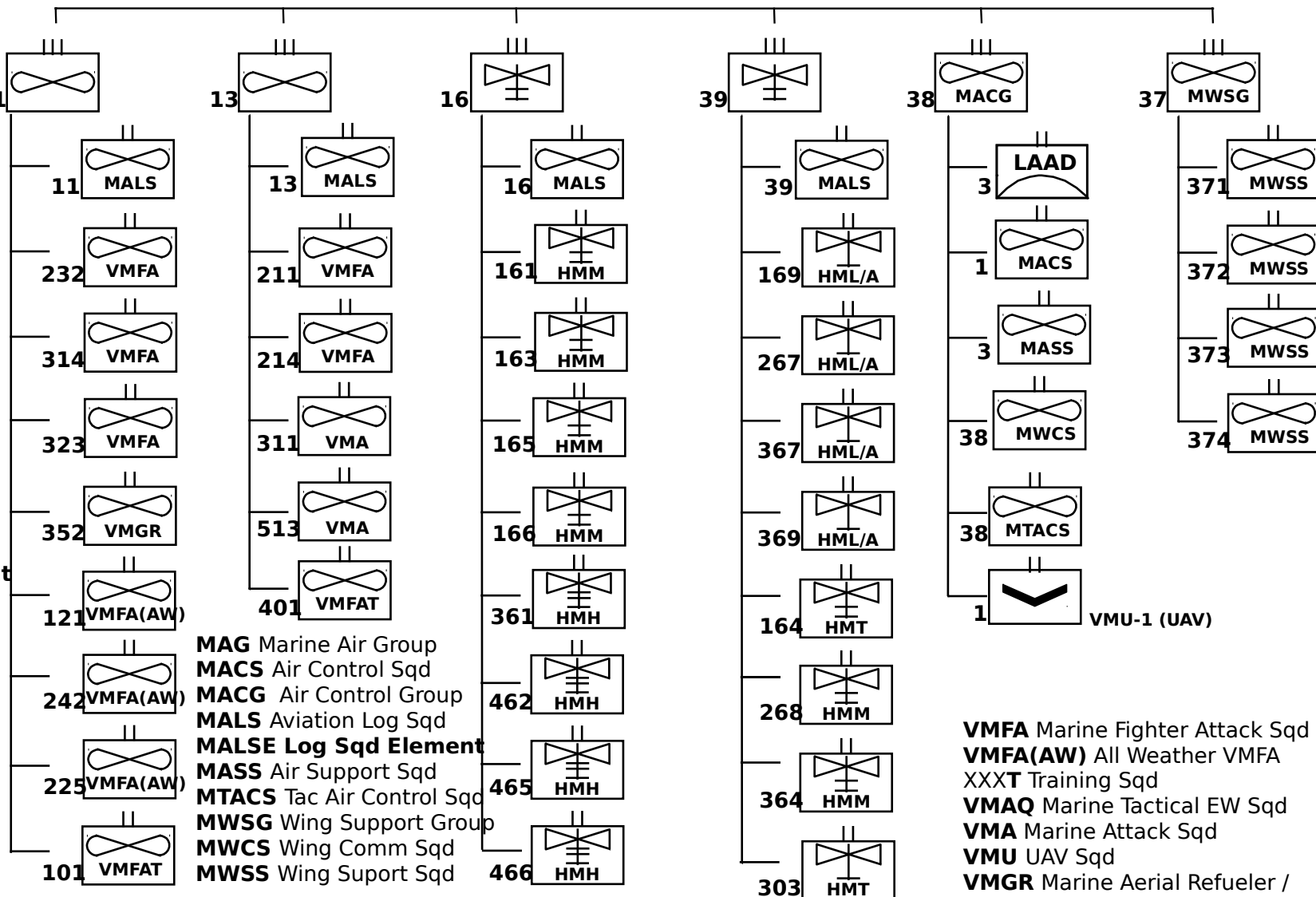
MAG 13  
MACS 1  
MWSS 371  
MAWTS 1  
VMFAT 401

### Pendleton

MAG 39  
3<sup>rd</sup> LAAD  
MASS 3  
MWSS 372

### 29 Palms

Air-Ground  
Support Elmt  
VMU-1  
MWSS 374

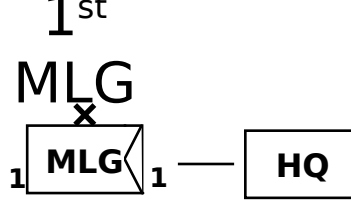


**MAG** Marine Air Group  
**MACS** Air Control Sqd  
**MACG** Air Control Group  
**MALS** Aviation Log Sqd  
**MALSE** Log Sqd Element  
**MASS** Air Support Sqd  
**MTACS** Tac Air Control Sqd  
**MWSG** Wing Support Group  
**MWCS** Wing Comm Sqd  
**MWSS** Wing Support Sqd

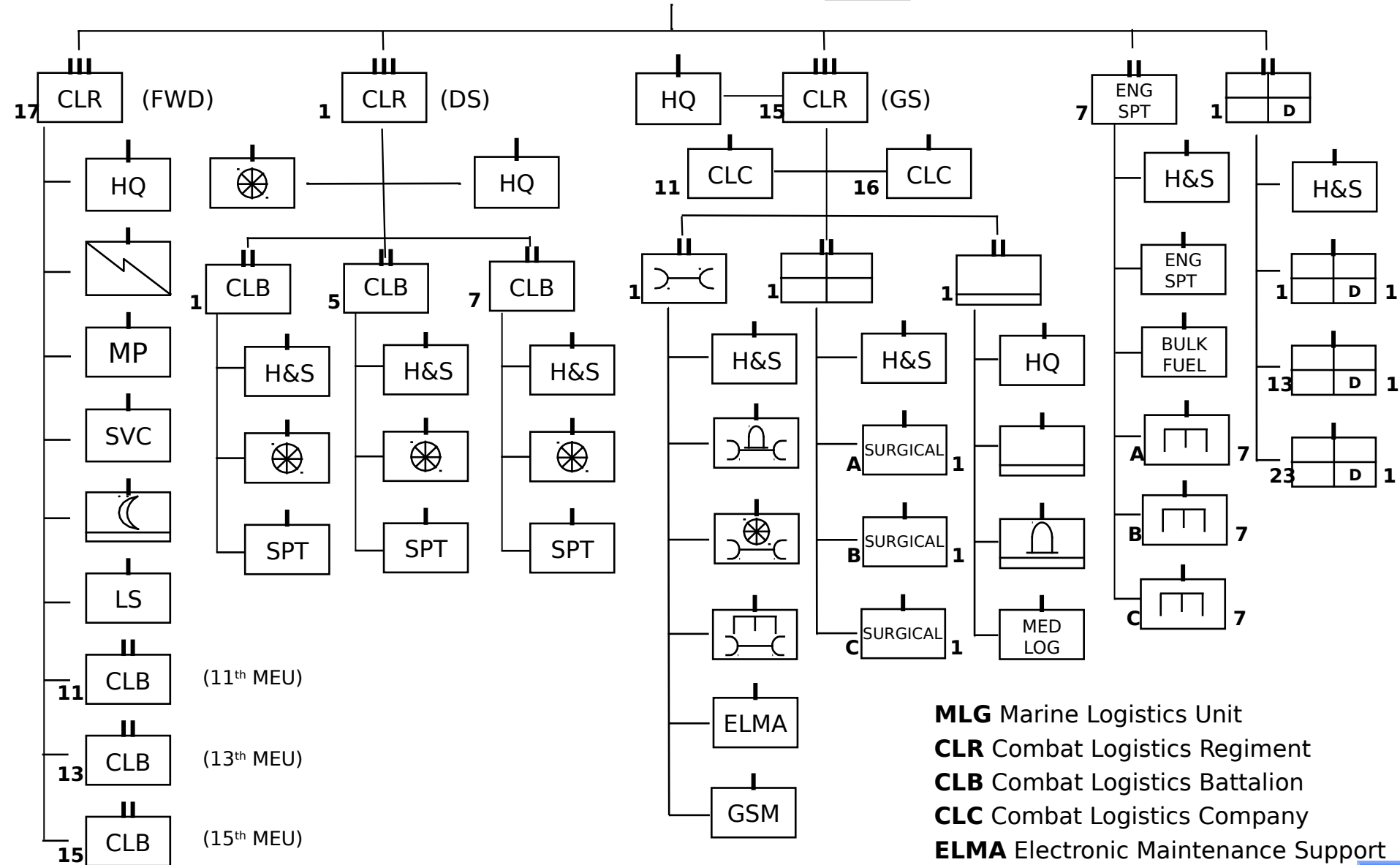
**VMFA** Marine Fighter Attack Sqd  
**VMFA(AW)** All Weather VMFA  
**XXXT** Training Sqd  
**VMAQ** Marine Tactical EW Sqd  
**VMA** Marine Attack Sqd  
**VMU** UAV Sqd  
**VMGR** Marine Aerial Refueler / Transport Sqd

**HMH** Marine Heavy Helo Sqd  
**HMM** Marine Medium Helo Sqd  
**LAAD** Low Altitude Air Defense  
**HML/A** Marine Light Attack Helo Sqd  
**HMT** Marine Helo Training Sqd

(Helo Training)



New Structure  
To Be effective NLT 15 March 2007  
Old structure next page

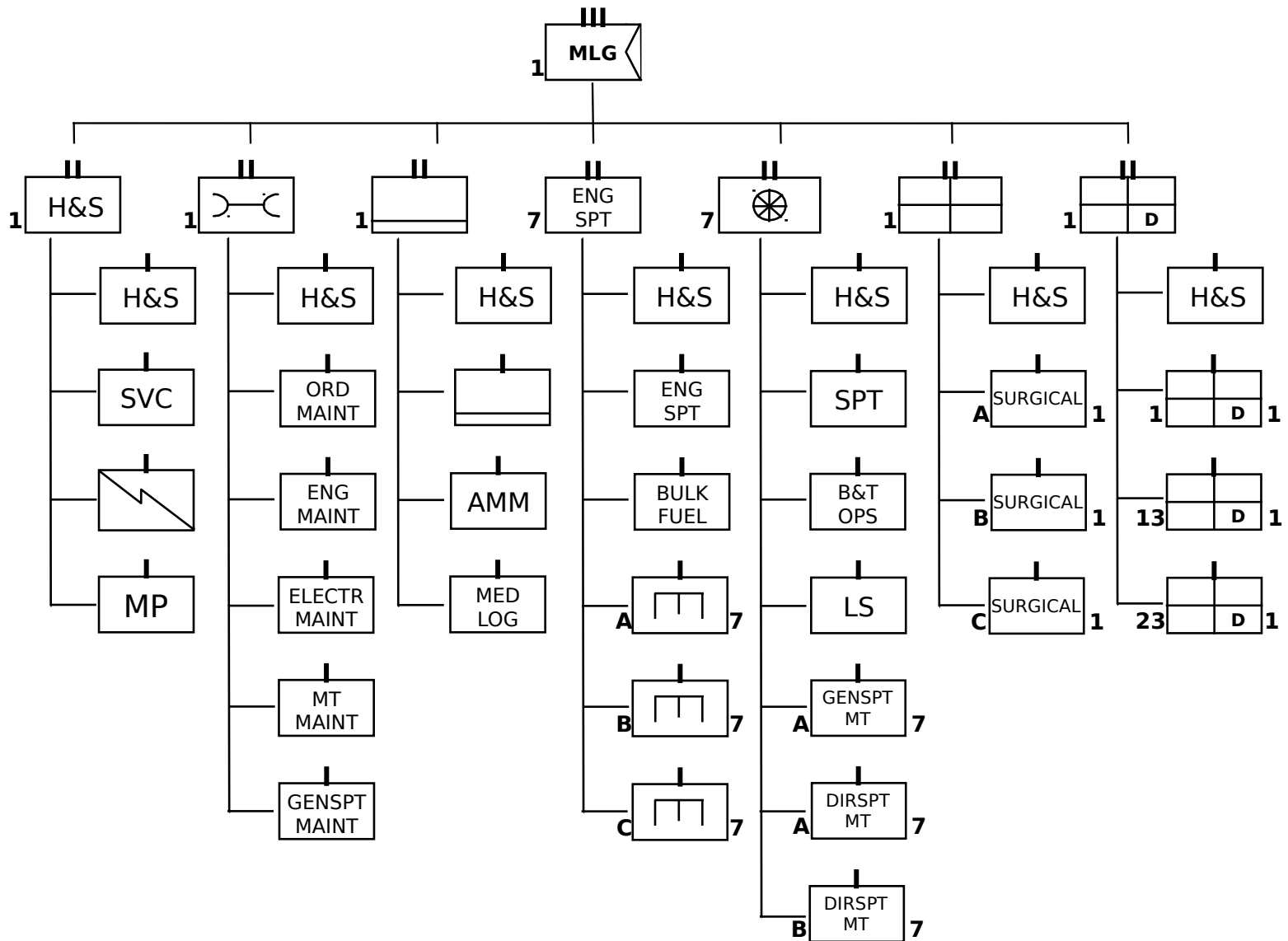


**MLG** Marine Logistics Unit  
**CLR** Combat Logistics Regiment  
**CLB** Combat Logistics Battalion  
**CLC** Combat Logistics Company  
**ELMA** Electronic Maintenance Support  
**GSM** General Support Maintenance

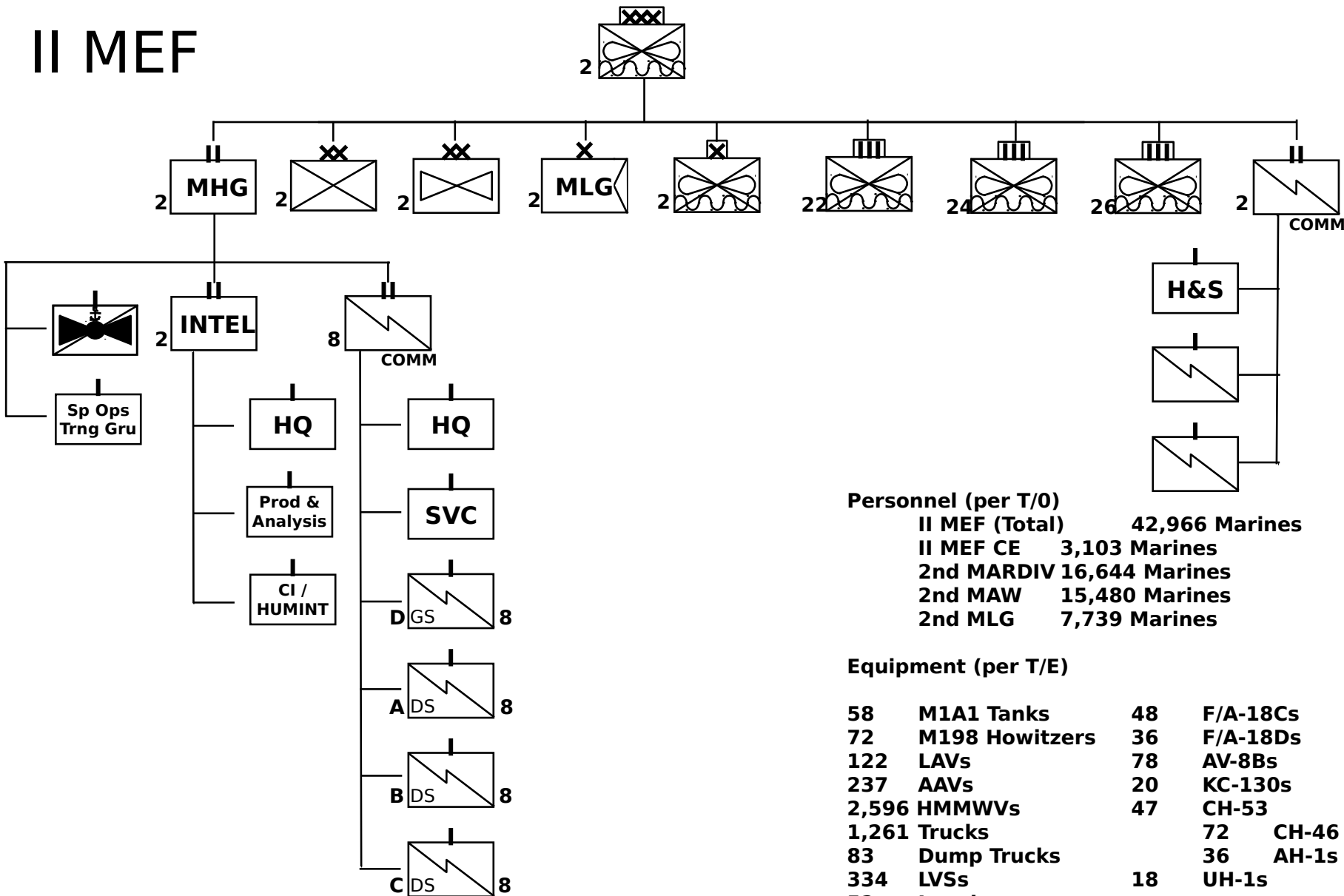
The letters will not change scale with the graphics, the Font size must be changed

# 1<sup>st</sup> MLG

Old Structure  
To Be Replaced NLT 15 March 2007



# II MEF



**Personnel (per T/O)**

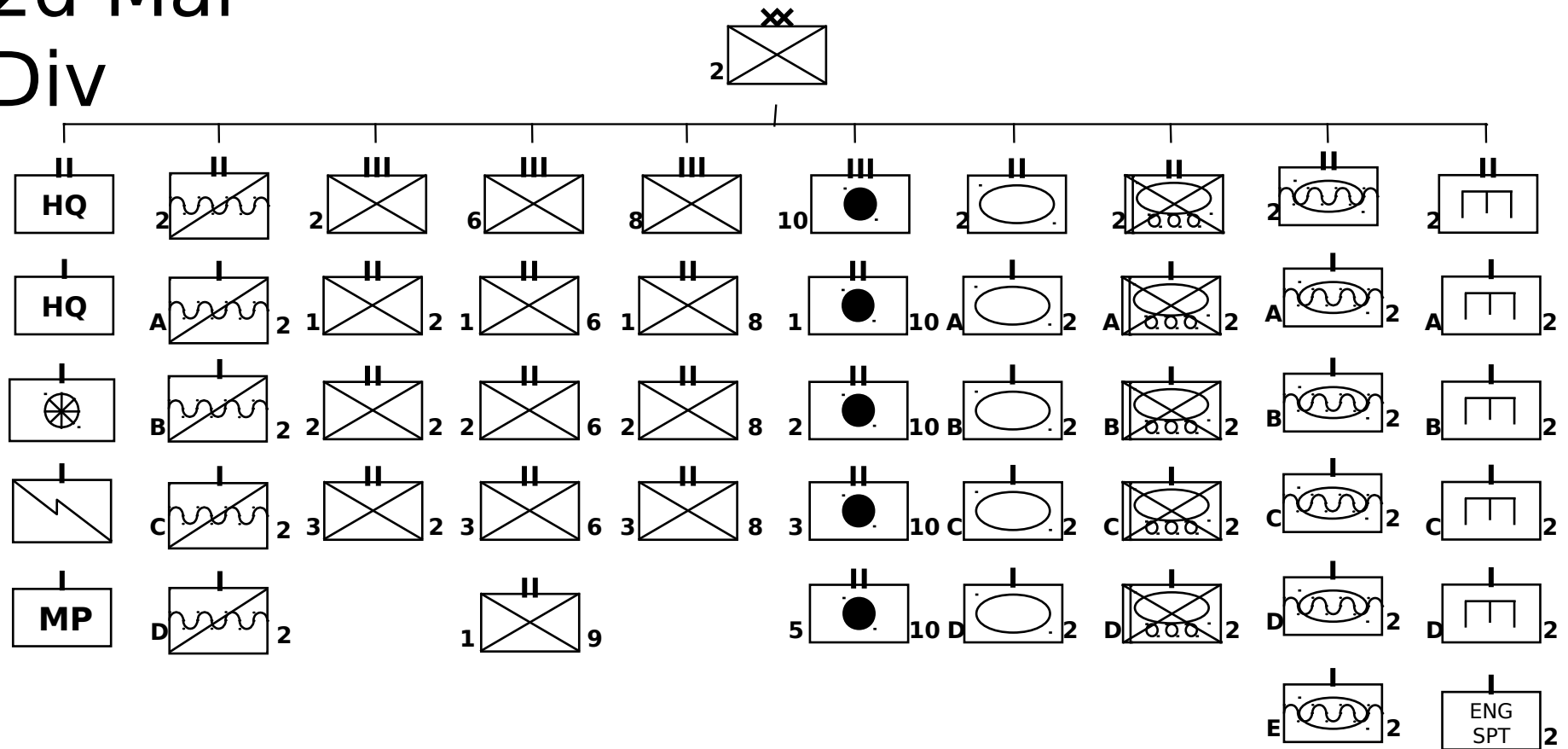
II MEF (Total)	42,966 Marines	
II MEF CE	3,103 Marines	98 Sa
2nd MARDIV	16,644 Marines	943 S
2nd MAW	15,480 Marines	463 S
2nd MLG	7,739 Marines	1,213

**Equipment (per T/E)**

58	M1A1 Tanks	48	F/A-18Cs
72	M198 Howitzers	36	F/A-18Ds
122	LAVs	78	AV-8Bs
237	AAVs	20	KC-130s
2,596	HMMWVs	47	CH-53
1,261	Trucks	72	CH-46
83	Dump Trucks	36	AH-1s
334	LVSS	18	UH-1s
52	Low-boys		
60	Refuelers		
109	Six-cons		
20	EAF Refuel Systems		



2d Mar  
Div



Notes:

1 Inf Bn is deployed with a MEU and one is prepping

1 Inf Bn is deployed to the 3d MARDIV and one is prepping to deploy

10th Mar source Arty Brtys to East Coast MEUs, one is deployed and one prepping to deploy

2d LAR Bn sources Companies (-) to East Coast MEUs, one deployed and one prepping at all times

2d AA Bn sources plats to deploying MEUs, one plat is deployed and one prepping to deploy at all times.

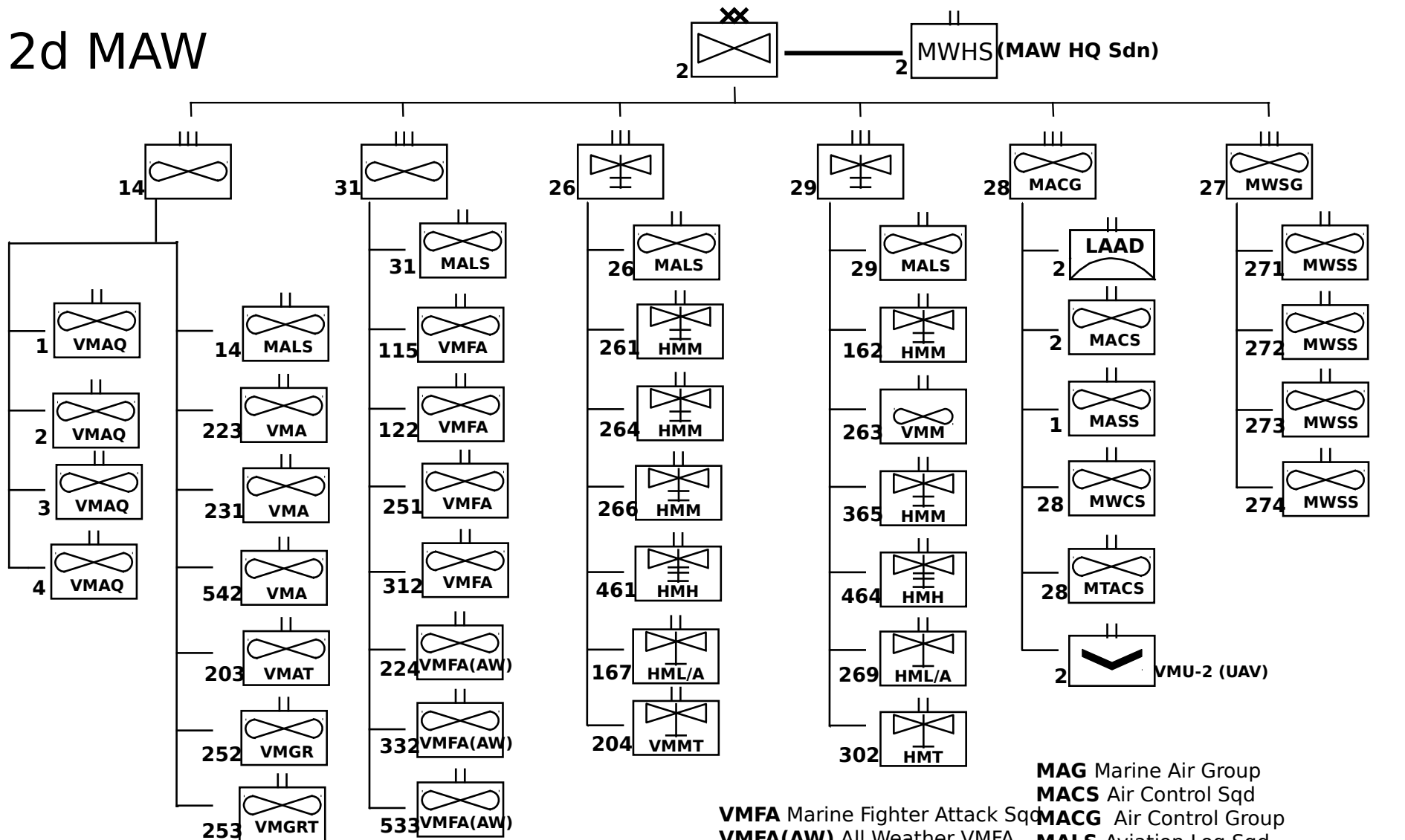
2d Combat Engineer BN sources plats to MEUs, one plat deployed ant one plat prepping at all times.

Delta Company 2<sup>nd</sup> Recon Battalion is made up of two platoons from 2<sup>nd</sup> Force Recon which was disestablished to form Fox

Company 2<sup>nd</sup> Marine Special Operations Battalion on 15 May 2006



# 2d MAW



## Unit Locations

**Beaufort SC**  
MAG 31, MWSS 273

**New River**  
MAG 26, MAG 29, MWSS 272

**Cherry Point**  
MAG 14, MACG 28, MWSG 27, MWSS 274

**Bogue Field**  
MWSS 271

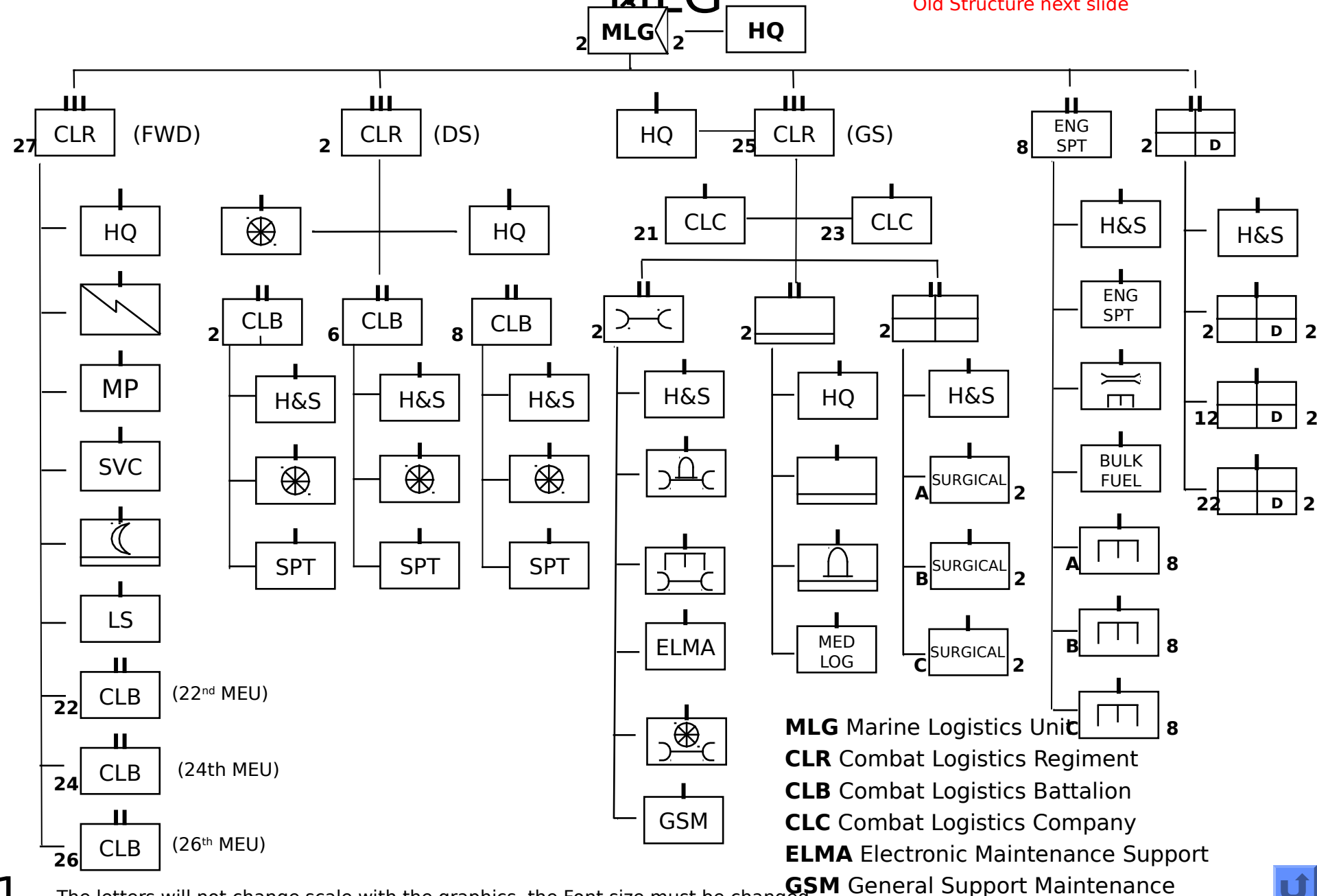
**VMFA** Marine Fighter Attack Sq  
**VMFA(AW)** All Weather VMFA  
**XXXT** Training Sq  
**VMAQ** Marine Tactical EW Sq  
**VMA** Marine Attack Sq  
**VMU** UAV Sq  
**VMGR** Marine Aerial Refueler / Transport Sq  
**HMH** Marine Heavy Helo Sq  
**HMM** Marine Medium Helo Sq  
**LAAD** Low Altitude Air Defense

**MAG** Marine Air Group  
**MACS** Air Control Sq  
**MACG** Air Control Group  
**MALS** Aviation Log Sq  
**MALSE** Log Sq Element  
**MASS** Air Support Sq  
**MTACS** Tac Air Control Sq  
**MWSG** Wing Support Group  
**MWCS** Wing Comm Sq  
**MWSS** Wing Support Sq  
**HML/A** Marine Light Attack Helo Sq  
**HMT** Marine Helo Training Sq  
**VMM** Marine Medium Helo Sq

2d

MLG

New Structure  
To Be Effective NLT 15 March 2007  
Old Structure next slide



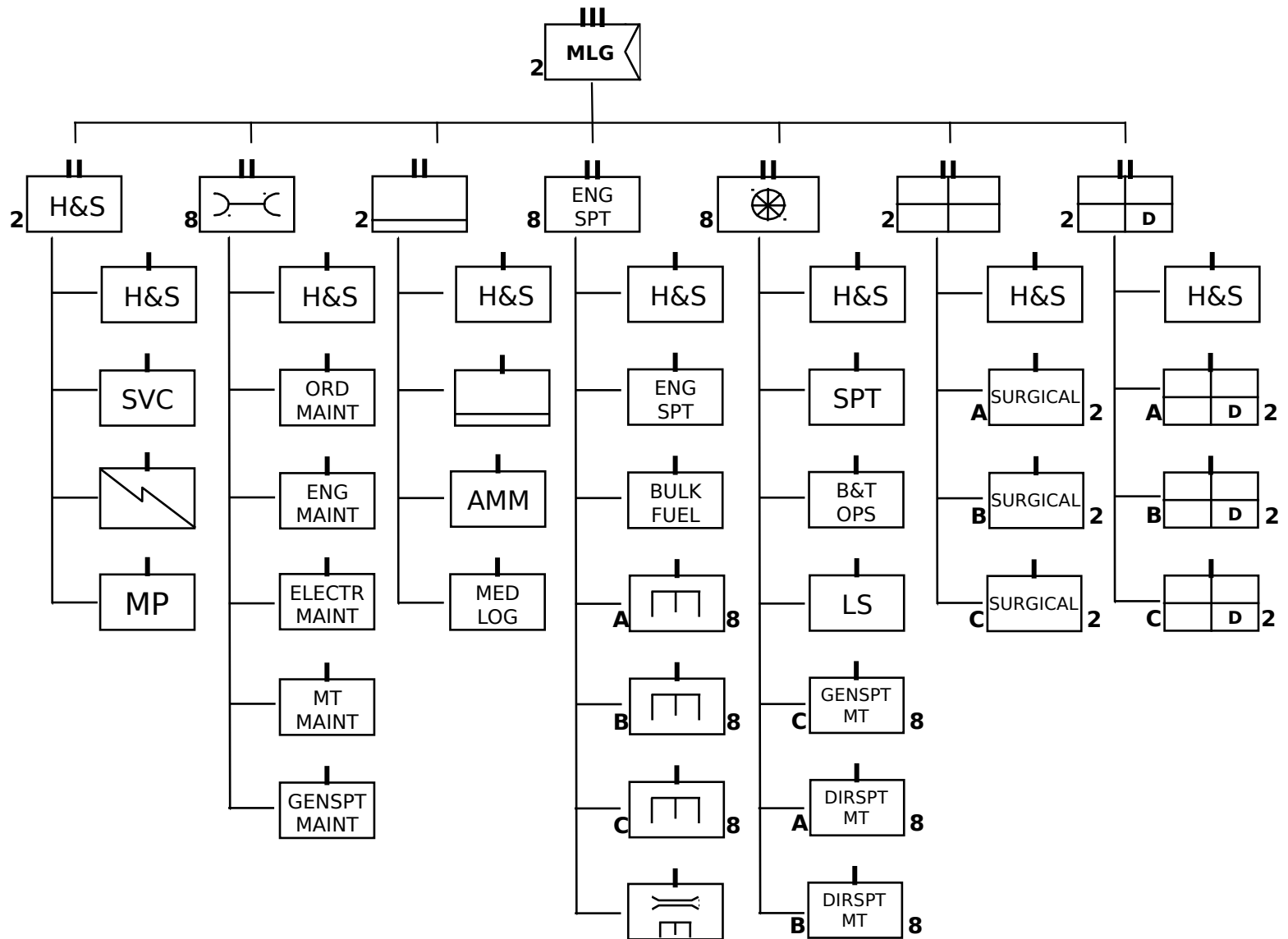
1

The letters will not change scale with the graphics, the Font size must be changed

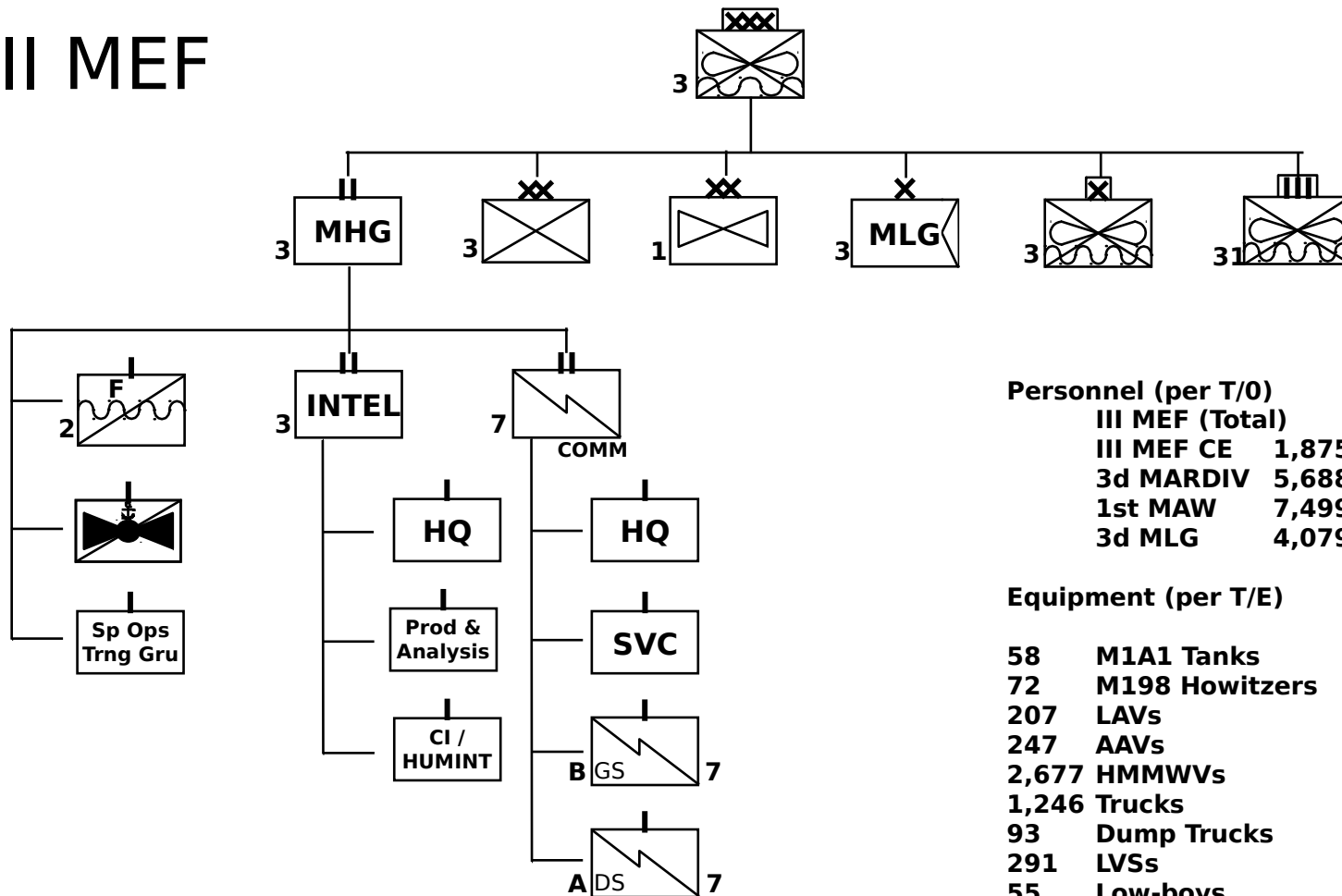


# 2d MLG

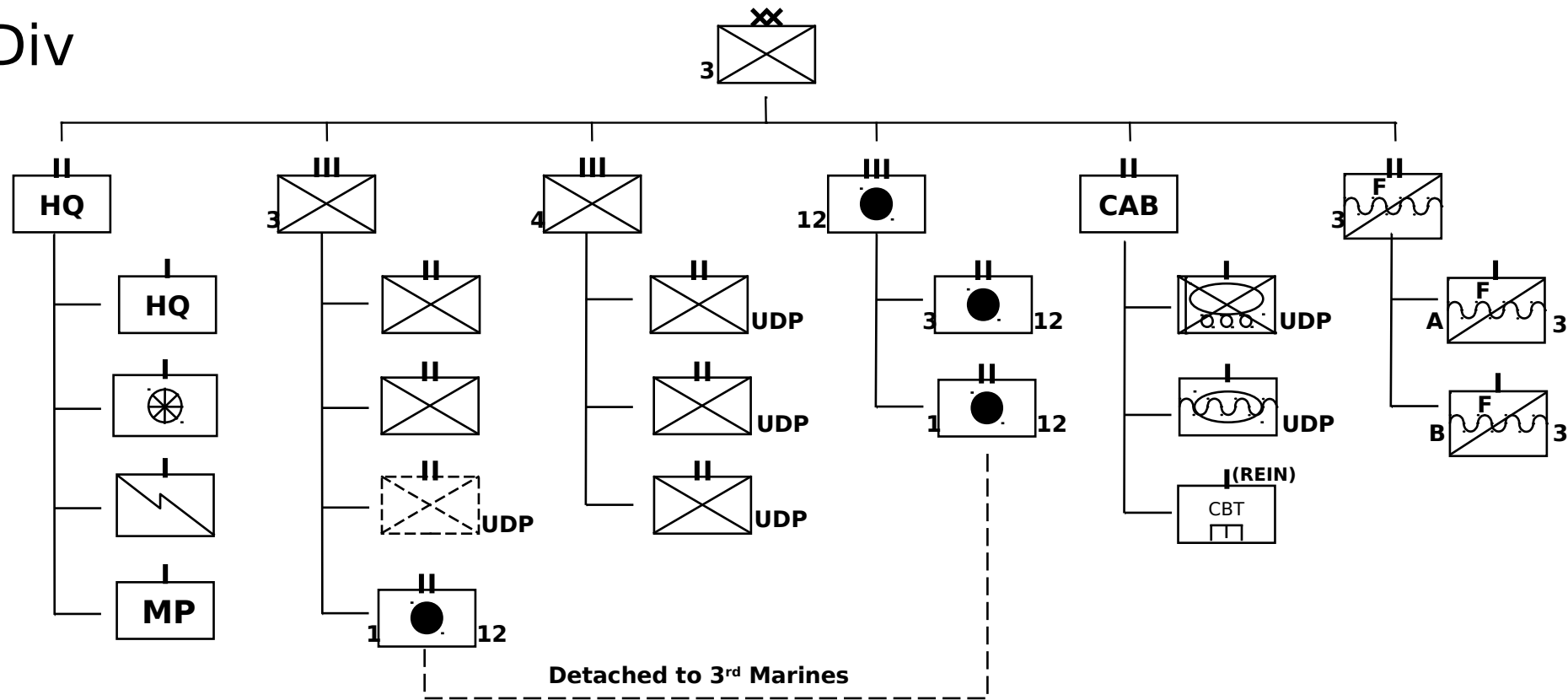
Old Structure  
To Be Replaced NLT 15 March 2007



# III MEF



# 3d Mar Div



## Notes:

3d Regt sources 1 UDP Bn to 4<sup>th</sup> Marines

4<sup>th</sup> Regt receives one Bn each from 1<sup>st</sup> and 2<sup>d</sup> MarDiv

12<sup>th</sup> Marines receive one Bn each from 1<sup>st</sup> and 2<sup>d</sup> MarDiv

The Combat Arms Bn (CAB) receives one each AAV Company and LAR Company 1<sup>st</sup> MarDiv

The 31<sup>st</sup> MEU sources one plat each AAV, LAR, Combat Eng, and Recon from 3<sup>d</sup> MarDiv

The 31<sup>st</sup> MEU arty btry comes from 1<sup>st</sup> and 2<sup>d</sup> MarDiv

## UDP Unit Deployment Plan

### Unit Locations

Kaneohe Bay, HI

3<sup>rd</sup> Regt, 1/12

MLG, 3<sup>rd</sup> Mar Div (-)

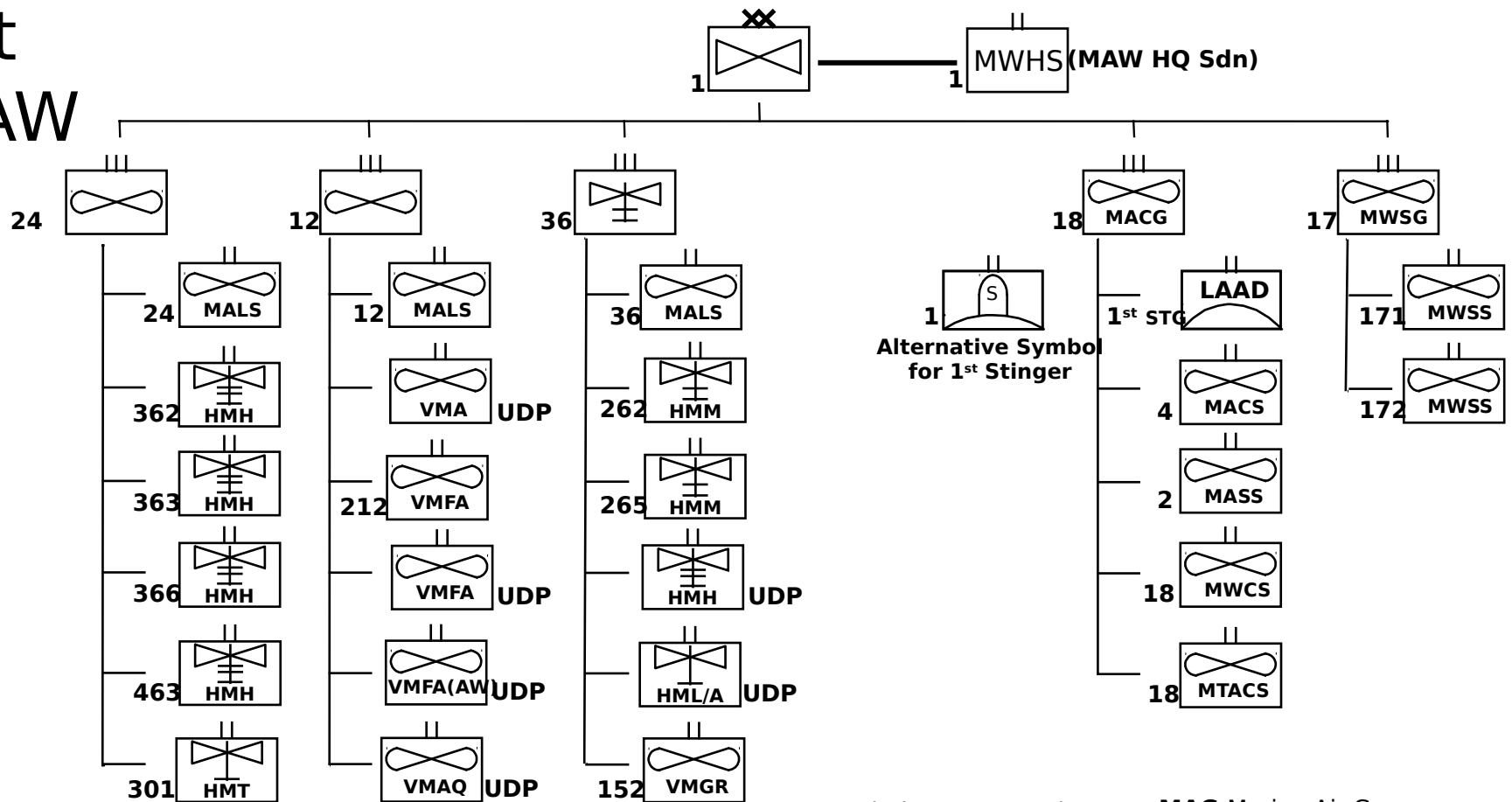
Okinawa

III MEF, 3<sup>rd</sup>

The letters will not change scale with the graphics, the Font size must be changed



# 1st MAW



**HMH** Marine Heavy Helo Sqd  
**HMM** Marine Medium Helo Sqd  
**LAAD** Low Altitude Air Defense

**HML/A** Marine Light Attack Helo Sqd  
**HMT** Marine Helo Training Sqd

**ASE** Aviation Support Element  
**VMFA** Marine Fighter Attack Sqd  
**VMFA(AW)** All Weather VMFA  
**XXXT** Training Sqd  
**VMAQ** Marine Tactical EW Sqd  
**VMA** Marine Attack Sqd  
**VMU** UAV Sqd  
**VMGR** Marine Aerial Refueler / Transport Sqd  
**UDP** Unit Deployment Plan

**MAG** Marine Air Group  
**MACS** Air Control Sqd  
**MACG** Air Control Group  
**MALS** Aviation Log Sqd  
**MALSE** Log Sqd Element  
**MASS** Air Support Sqd  
**MTACS** Tac Air Control Sqd  
**MWSG** Wing Support Group  
**MWCS** Wing Comm Sqd  
**MWSS** Wing Support Sqd

## Unit Locations

**Kaneohe Bay, HI Iwakuni, Japan**  
**MAG 24** **MAG 12, MWSS 171**

**Futenma, Okinawa, Japan**  
**MWHS1, MAG 36, MACG 18, MWSS 172**

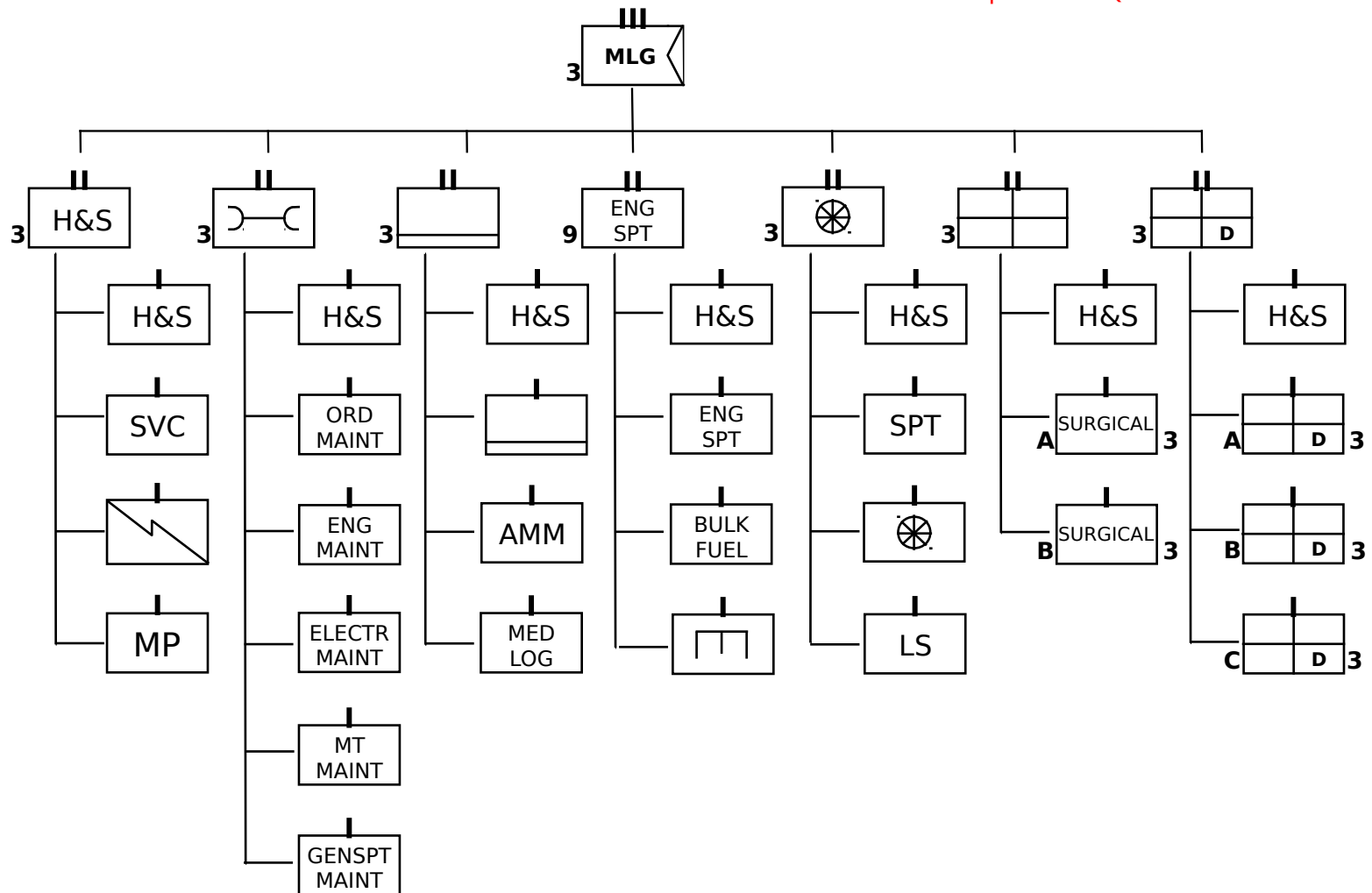
**Okinawa, Camp Foster**  
**MWSG 17, MWSS 192**





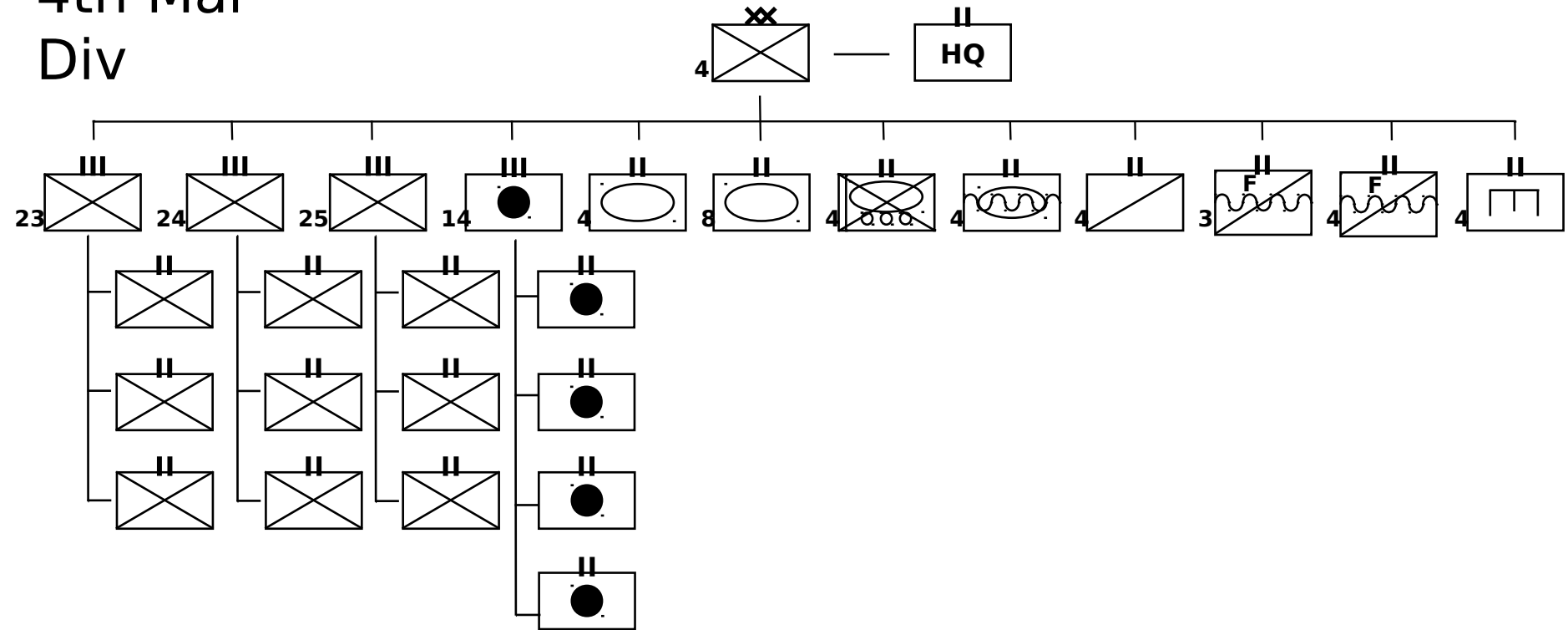
# 3d MLG

Old Structure  
To Be Replaced NLT 15 March 2007  
With the exception of CSSG 3 to CLB 3  
Which will be completed 4<sup>th</sup> Qtr FY08

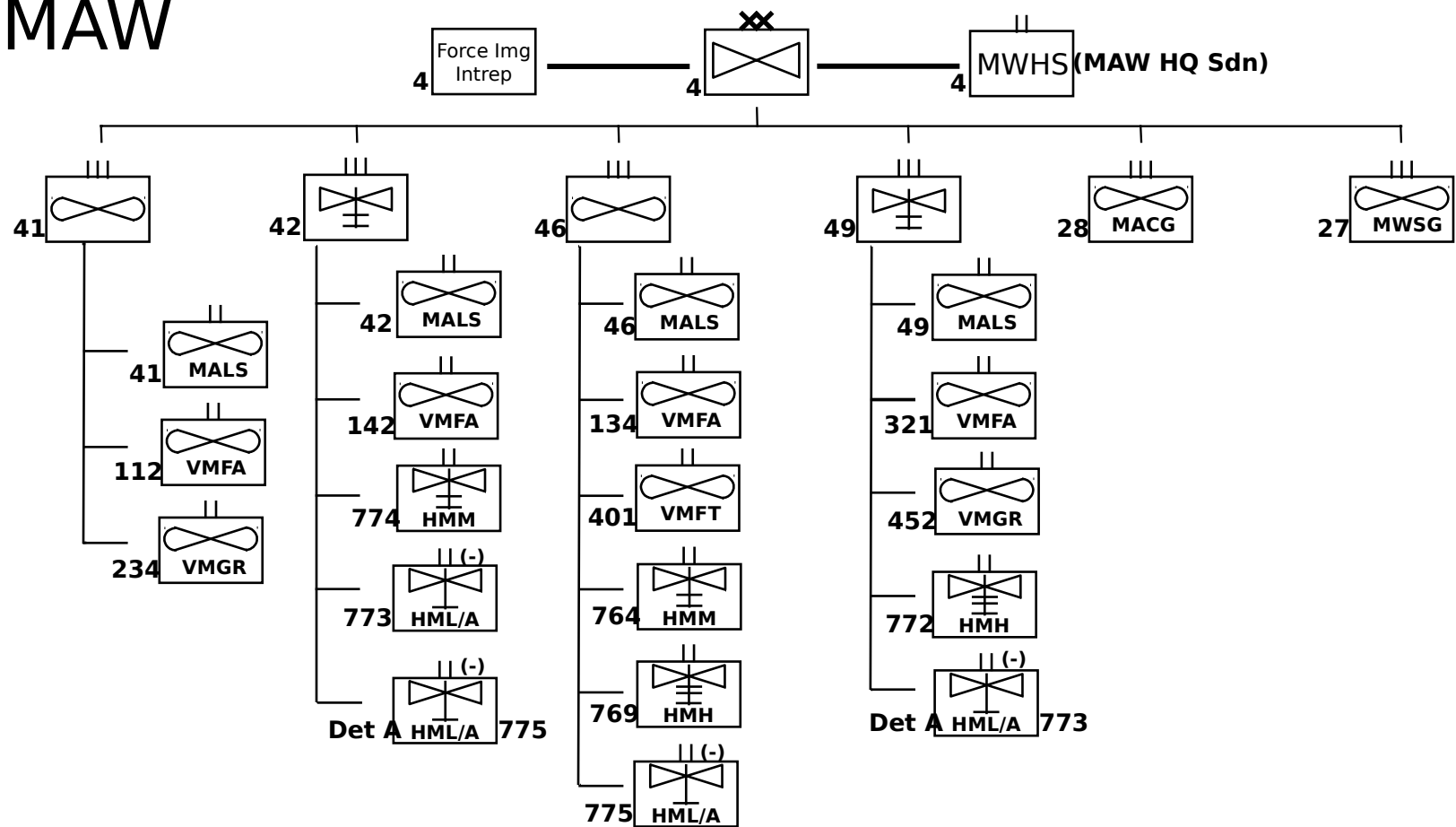




# 4th Mar Div



# 4th MAW



- HMH** Marine Heavy Helo Sqd

**HMM** Marine Medium Helo Sqd

**LAAD** Low Altitude Air Defense
- HML/A** Marine Light Attack Helo Sqd

**HMT** Marine Helo Training Sqd
- MAG** Marine Air Group

**MACS** Air Control Sqd

**MACG** Air Control Group

**MALS** Aviation Log Sqd

**MALSE Log Sqd Element**

**MASS** Air Support Sqd

**MTACS** Tac Air Control Sqd

**MWSG** Wing Support Group

**MWCS** Wing Comm Sqd

**MWSS** Wing Support Sqd
- VMFA** Marine Fighter Attack Sqd

**VMFA(AW)** All Weather VMFA

**XXXT** Training Sqd

**VMAQ** Marine Tactical EW Sqd

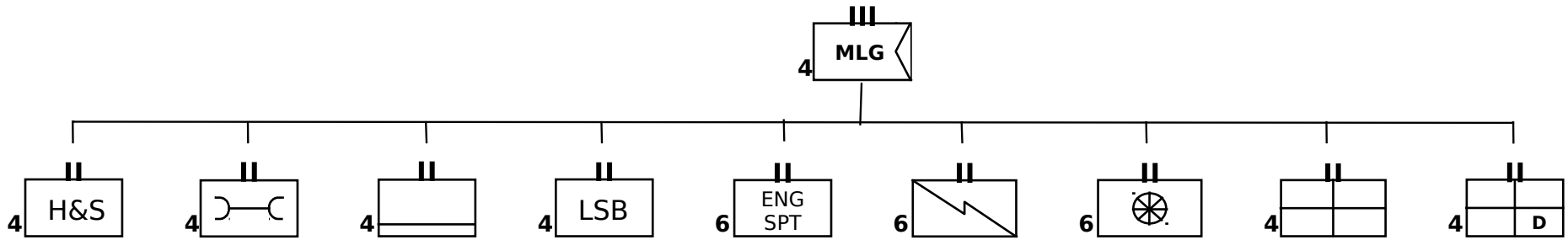
**VMA** Marine Attack Sqd

**VMU** UAV Sqd

**VMGR** Marine Aerial Refueler / Transport Sqd



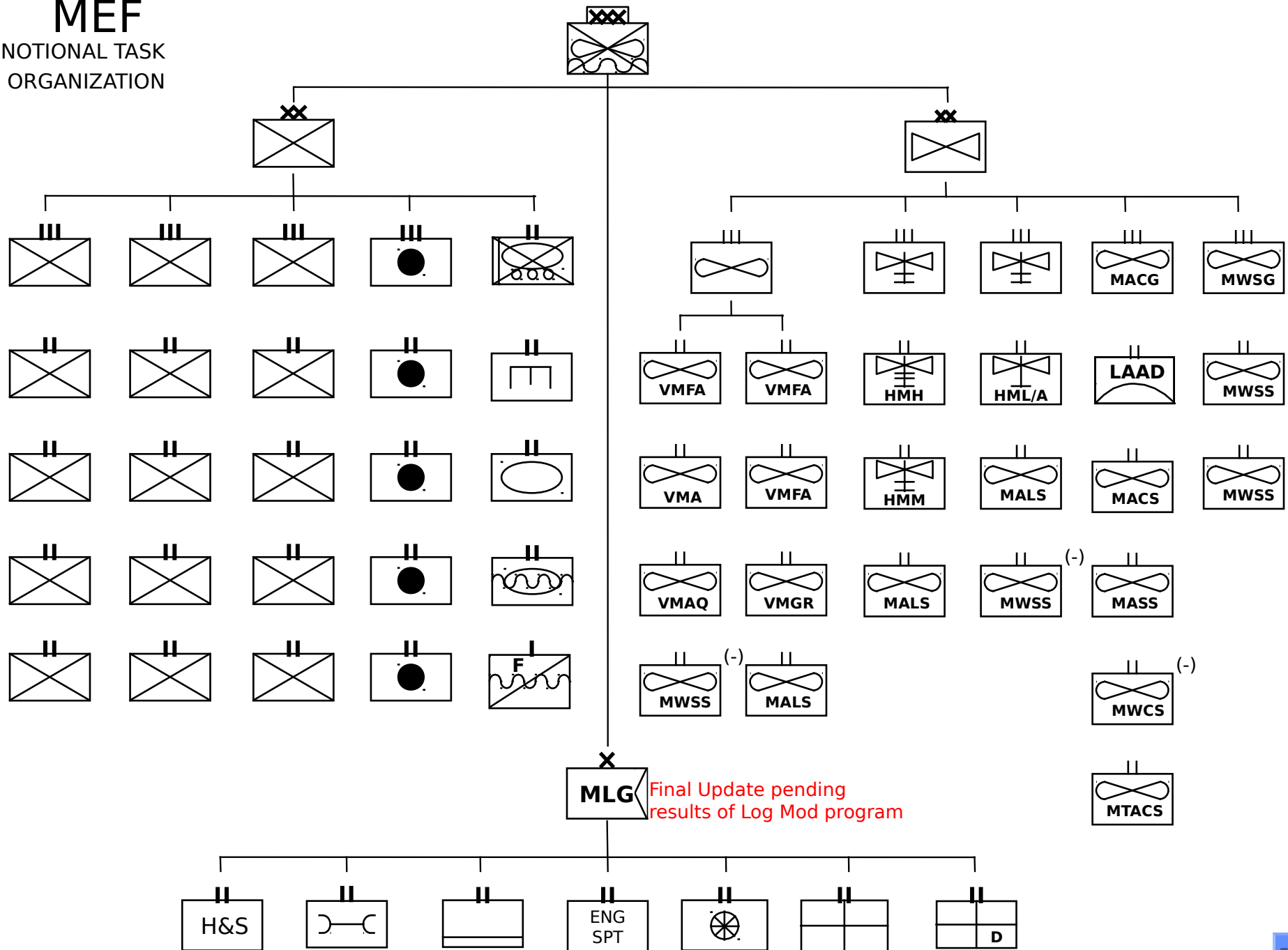
# 4th MLG



Ref: 4<sup>th</sup> MLG Website 25 April 2006

# MEF

## NOTIONAL TASK ORGANIZATION



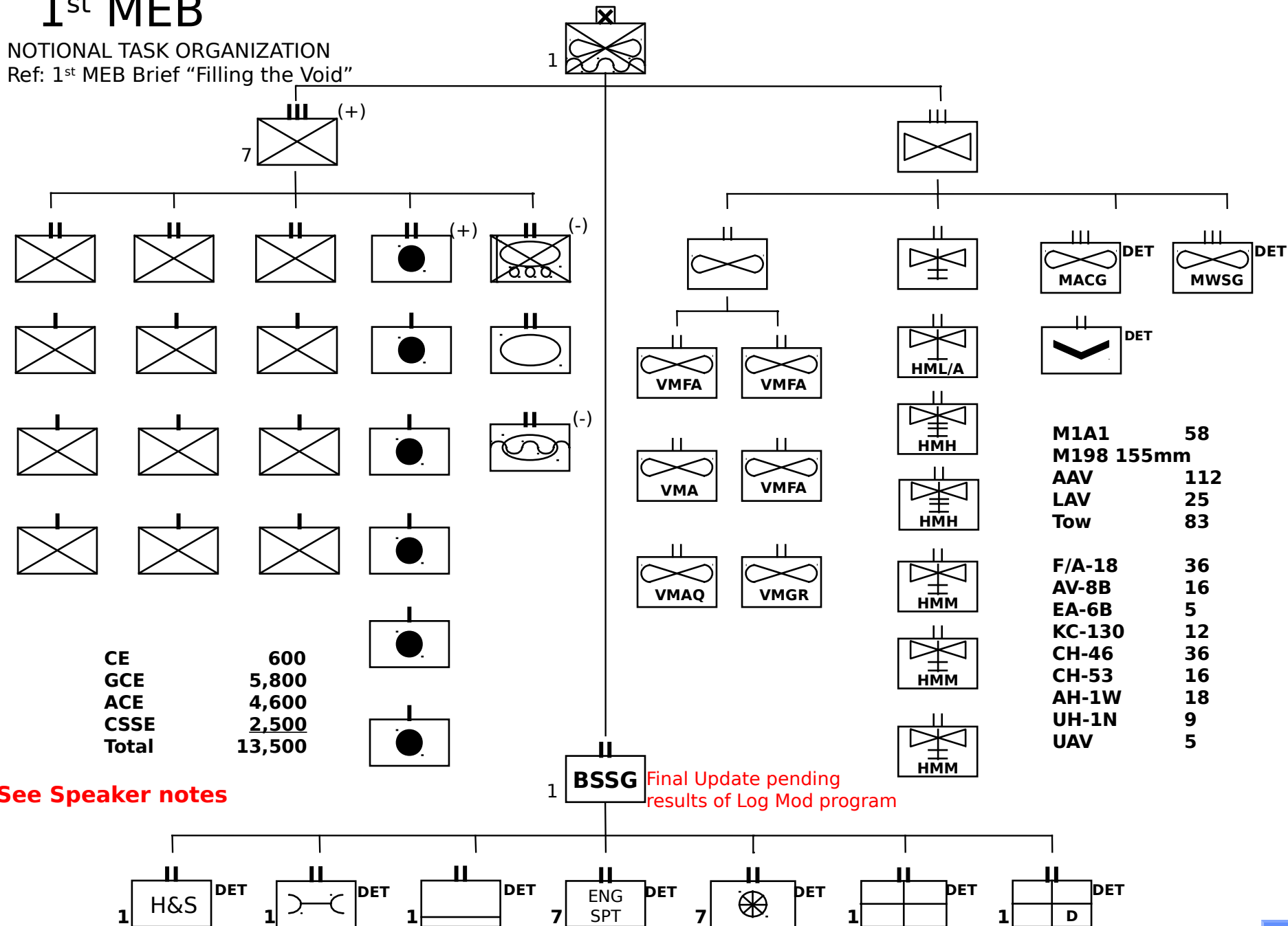
The letters will not change scale with the graphics, the Font size must be changed



# 1<sup>st</sup> MEB

## NOTIONAL TASK ORGANIZATION

Ref: 1<sup>st</sup> MEB Brief "Filling the Void"

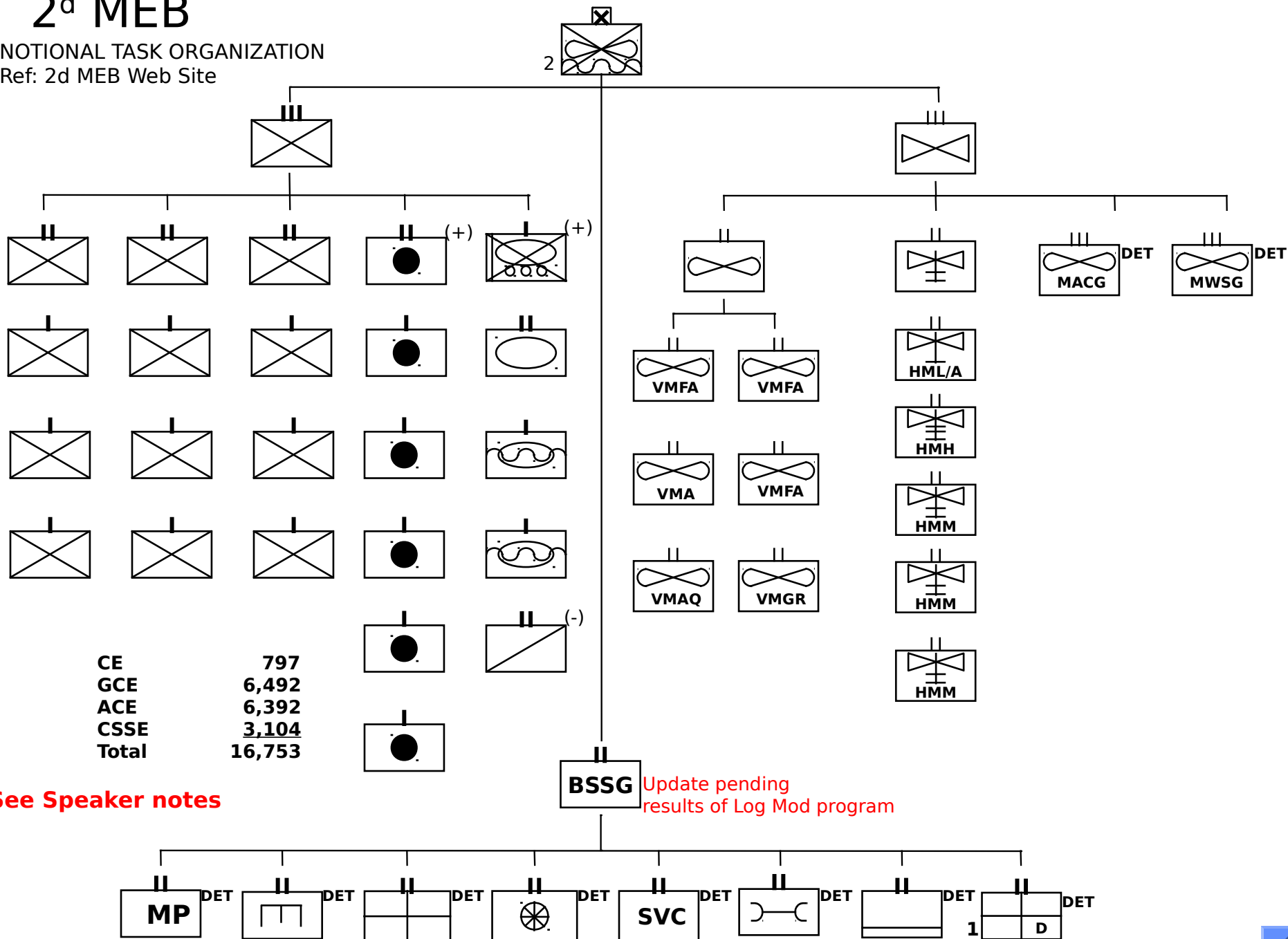


The letters will not change scale with the graphics, the Font size must be changed

# 2<sup>d</sup> MEB

NOTIONAL TASK ORGANIZATION

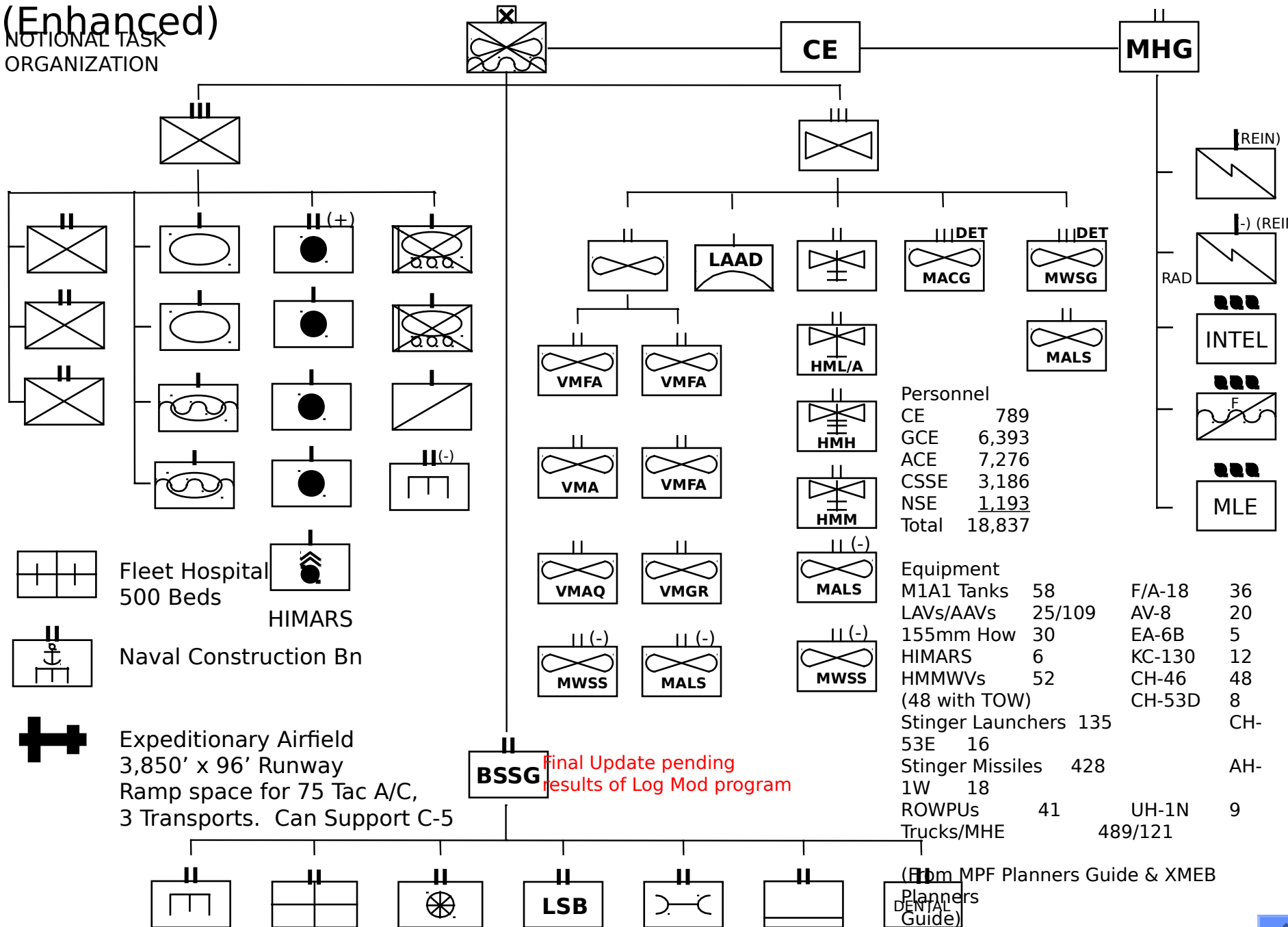
Ref: 2d MEB Web Site



The letters will not change scale with the graphics, the Font size must be changed



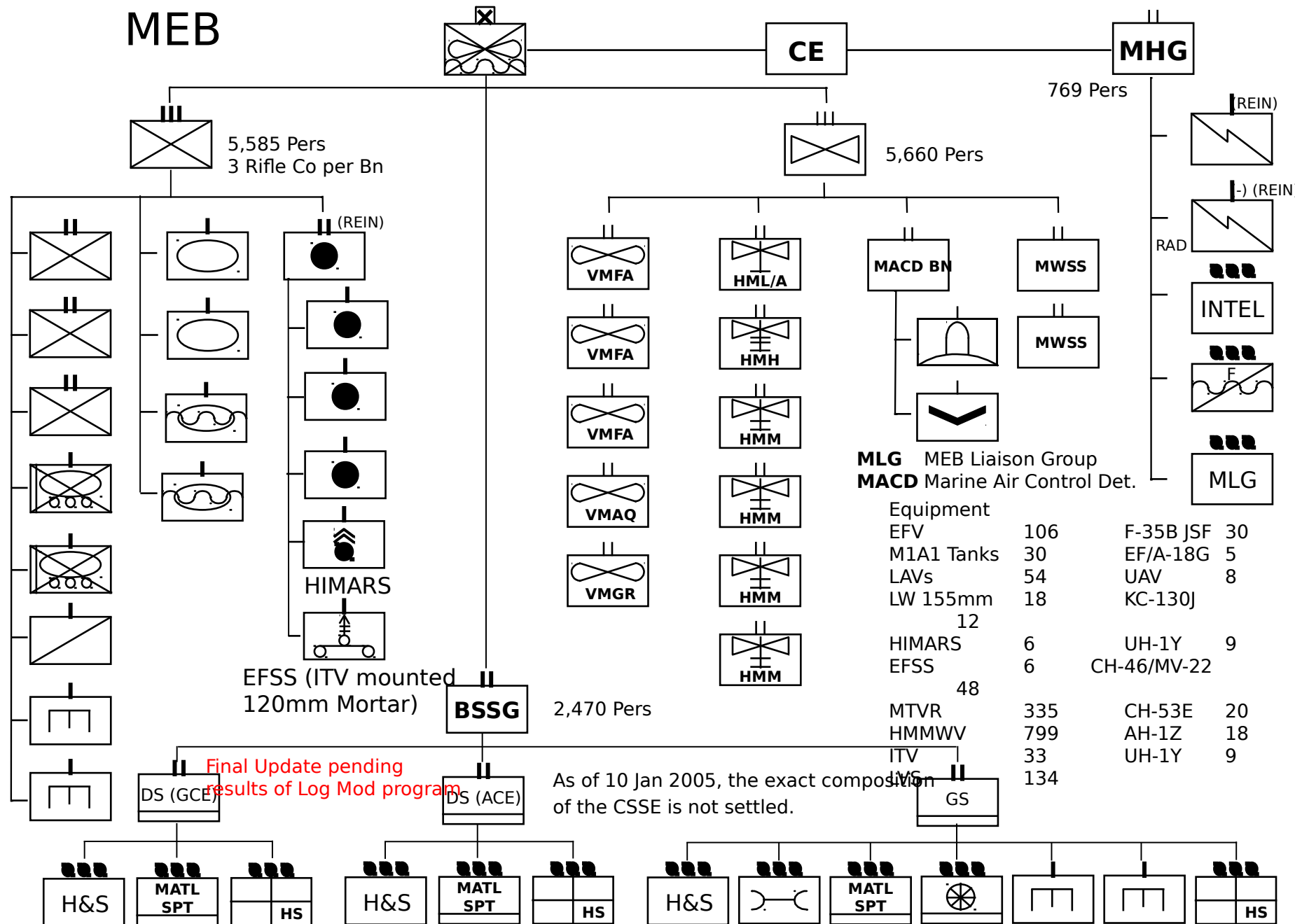
(Enhanced)  
NOTIONAL TASK  
ORGANIZATION



The letters will not change scale with the graphics, the Font size must be changed



# MEB

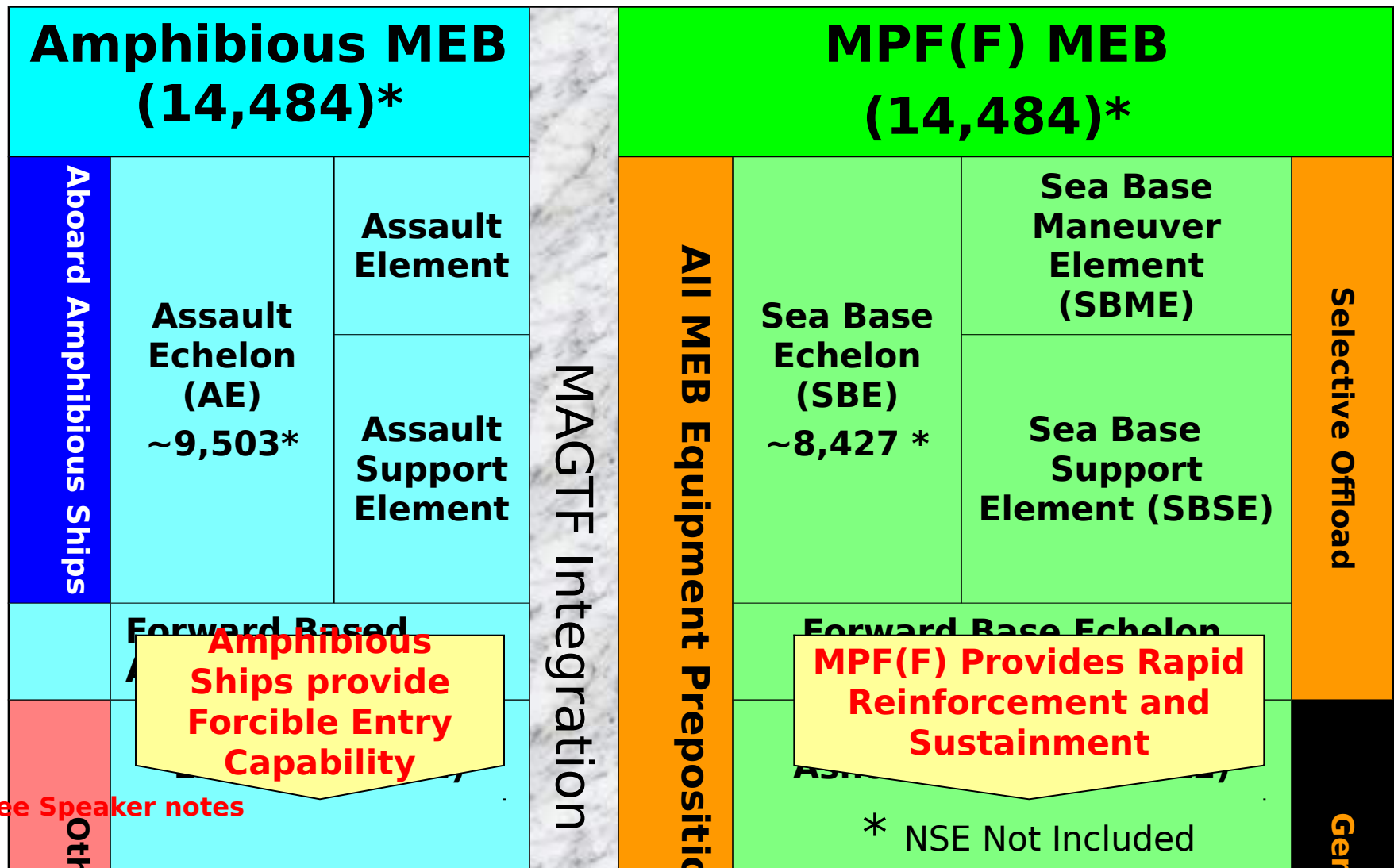




# 2015 Baseline MEB

## Amphib and 2015 MPF(F) Synergy

Organization for Deployment and Employment

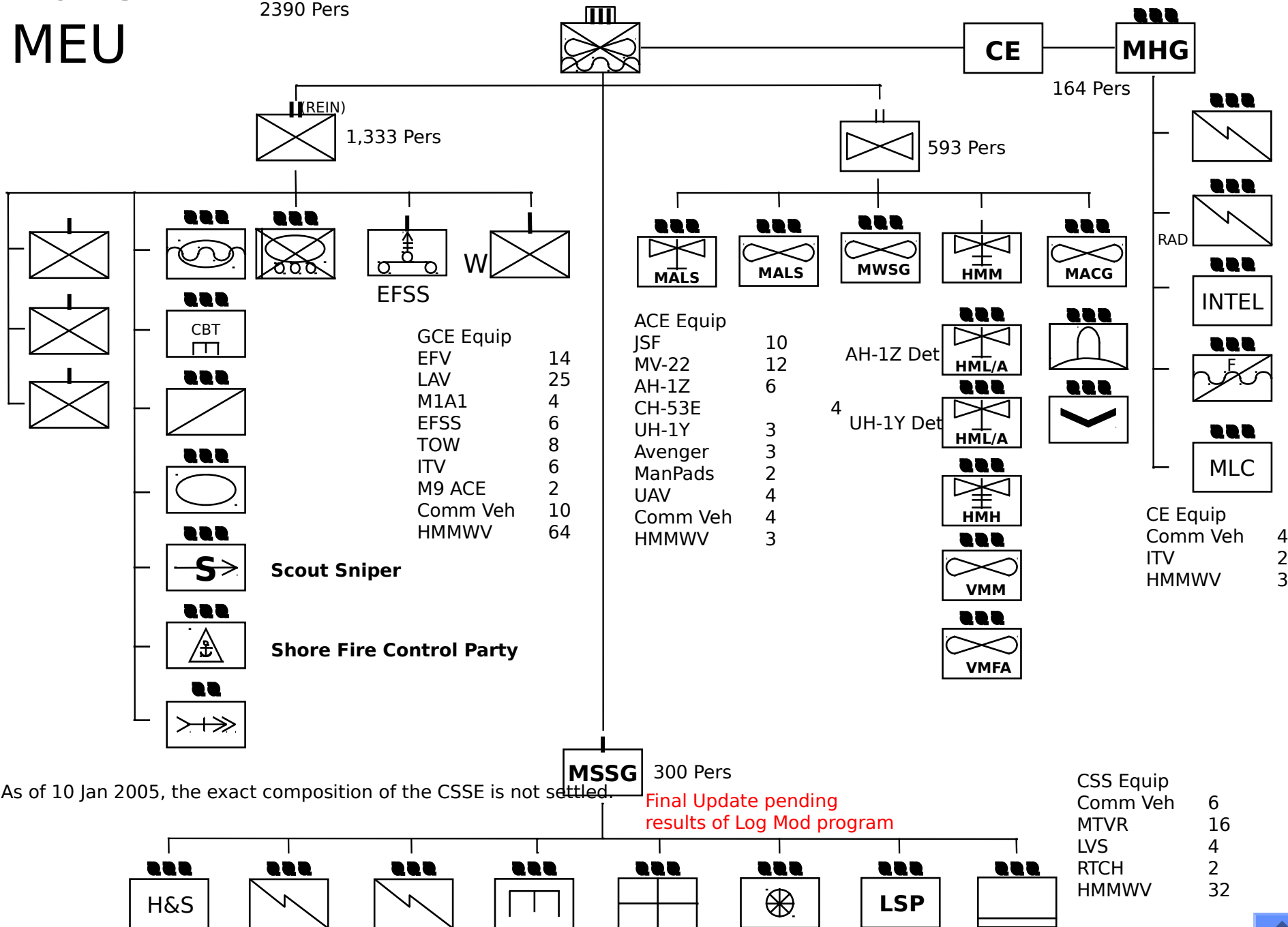


## NOTIONAL TASK ORGANIZATION



# 2015 MEU

2390 Pers

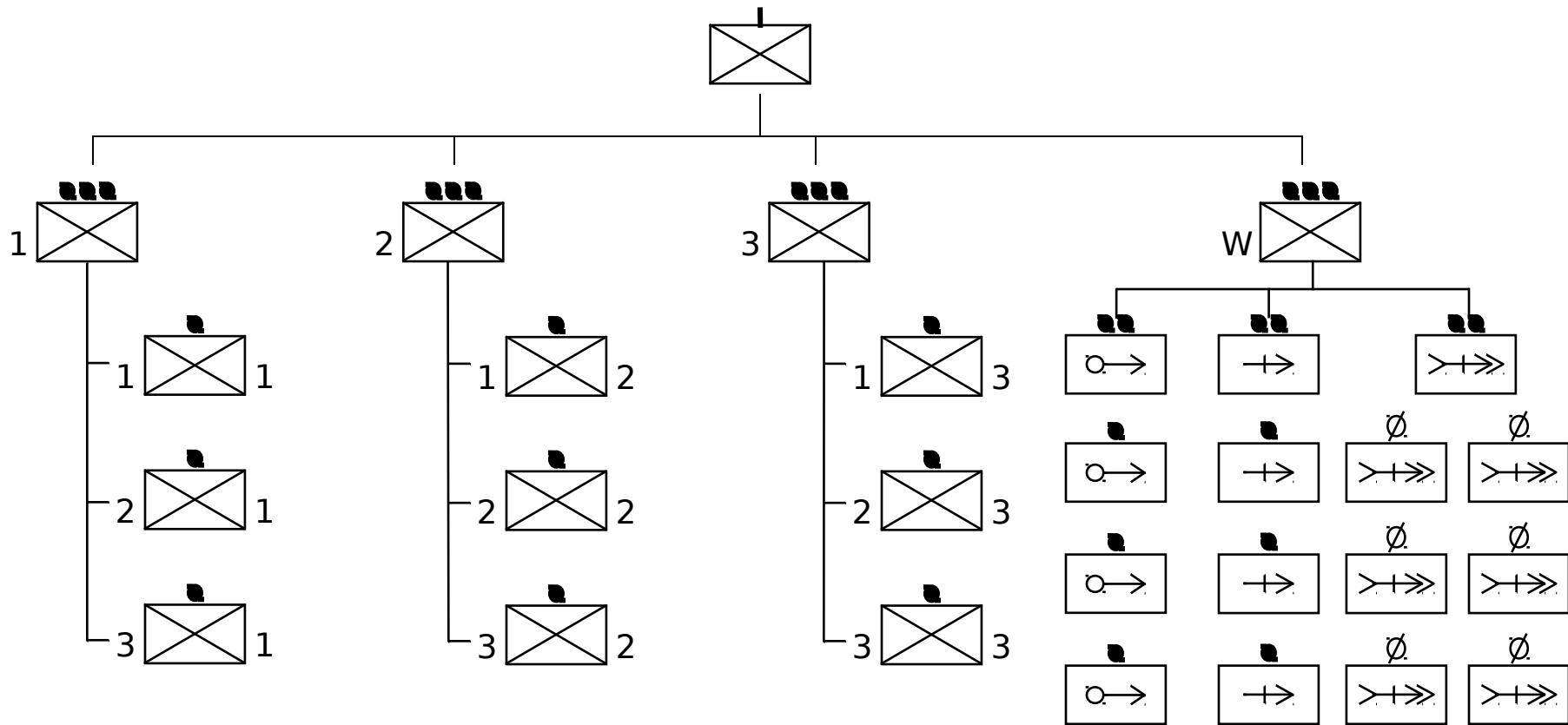


As of 10 Jan 2005, the exact composition of the CSSE is not settled.

Final Update pending  
results of Log Mod program

CSS Equip  
Comm Veh 6  
MTVR 16  
LVS 4  
RTCH 2  
HMMWV 32

# Notional Rifle Company



# Individual Troop Symbols (2 slides)

References: FM 7-21.5 Marine Rifle Squad and MCO P5060.20 Marine Corps Drill and Ceremonies Manual


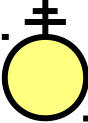
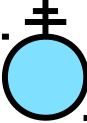
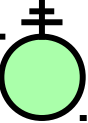
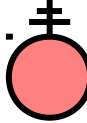
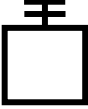
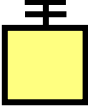

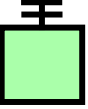
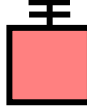

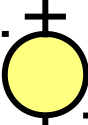
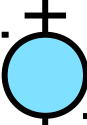
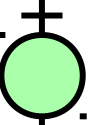
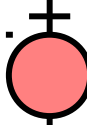
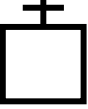
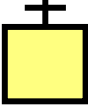
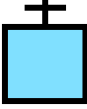
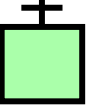
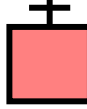






























Undesignated

Unknown

Friendly

Neutral















Hostile

Company Commander					
Gunnery Sergeant					
Platoon Commander					
Platoon Sergeant					
Squad Leader					
Fire Team Leader					
Automatic Rifleman					
Assistant Automatic Rifleman					
Rifleman					
Sniper					



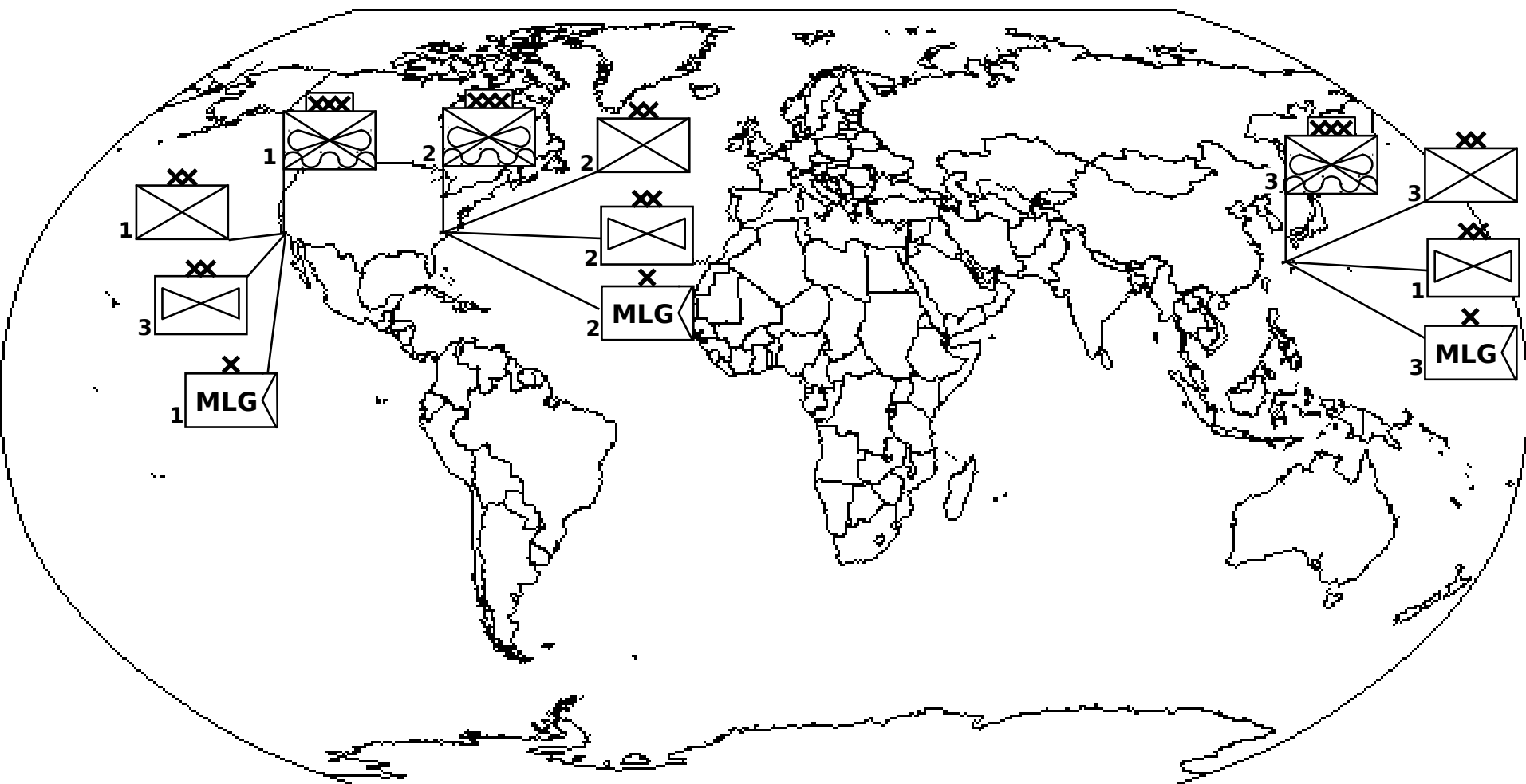
# Individual Troop Symbols

developed in support of Distributed Operations Research

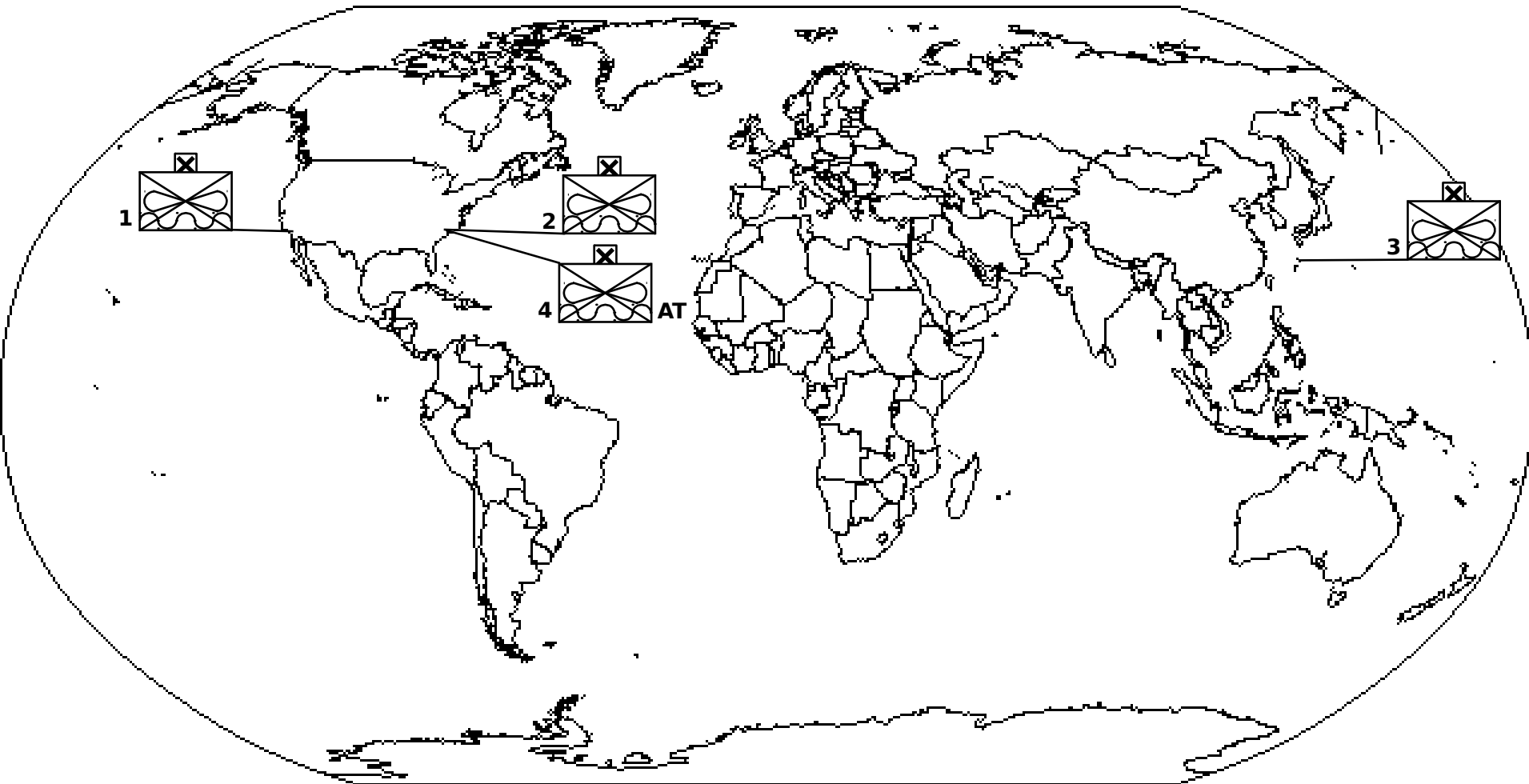
Individual		ANGLICO or Universal Ground Spotter	
Military Intel		Vehicle Repair	
UAV Operator		Corpsman	
Sensor Operator		Ordinance Repair	
SIGINT Operator		Counter Intel	
Radio Operator			
Additional Duties and MOSs were defined by Adding text boxes		 RO/06XX DRIVER/CLS	 0211/HET LINGUIST
			 03XX/GUIDE FSC/UGS



# MEF and Major subordinate command locations

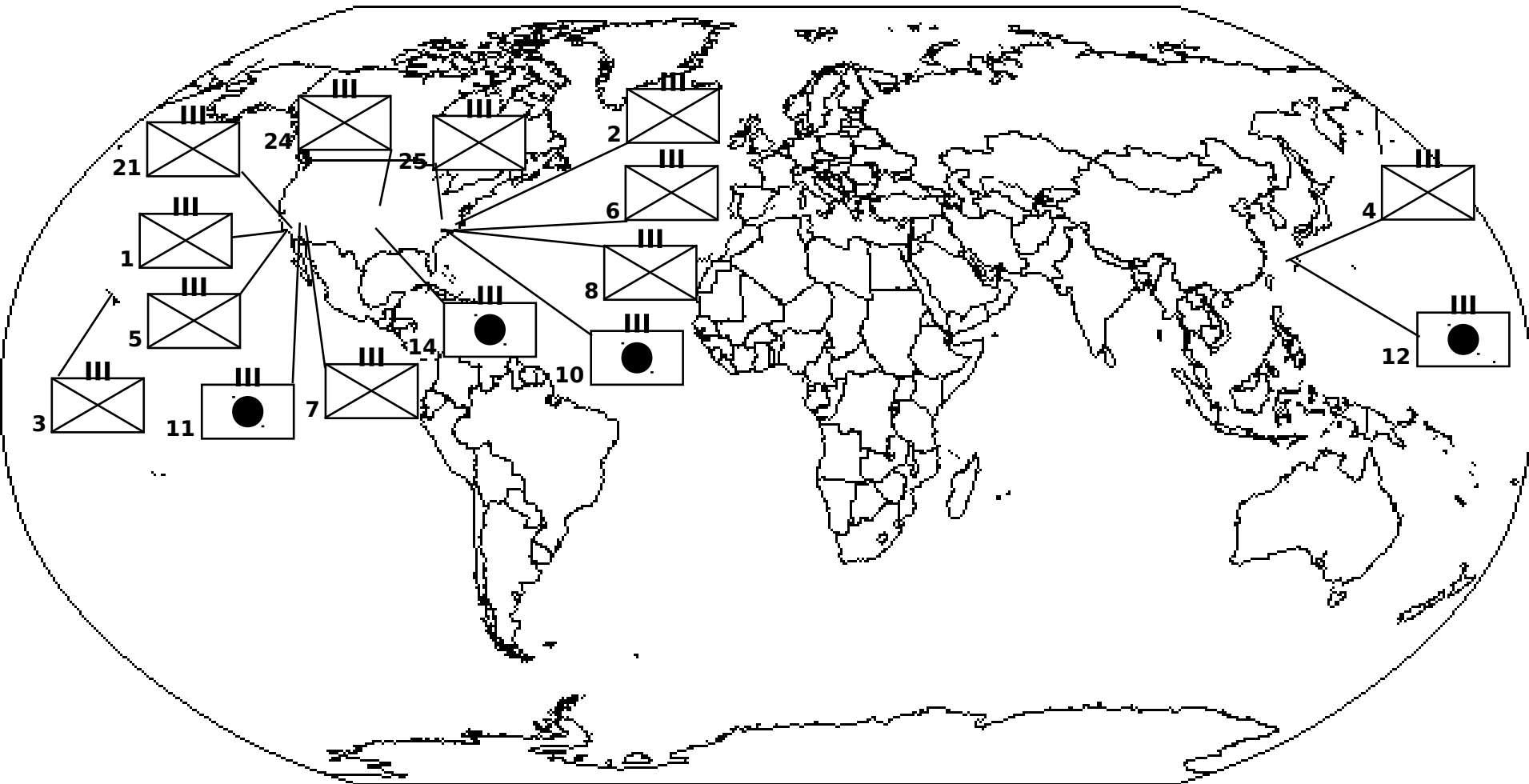


# MEB locations

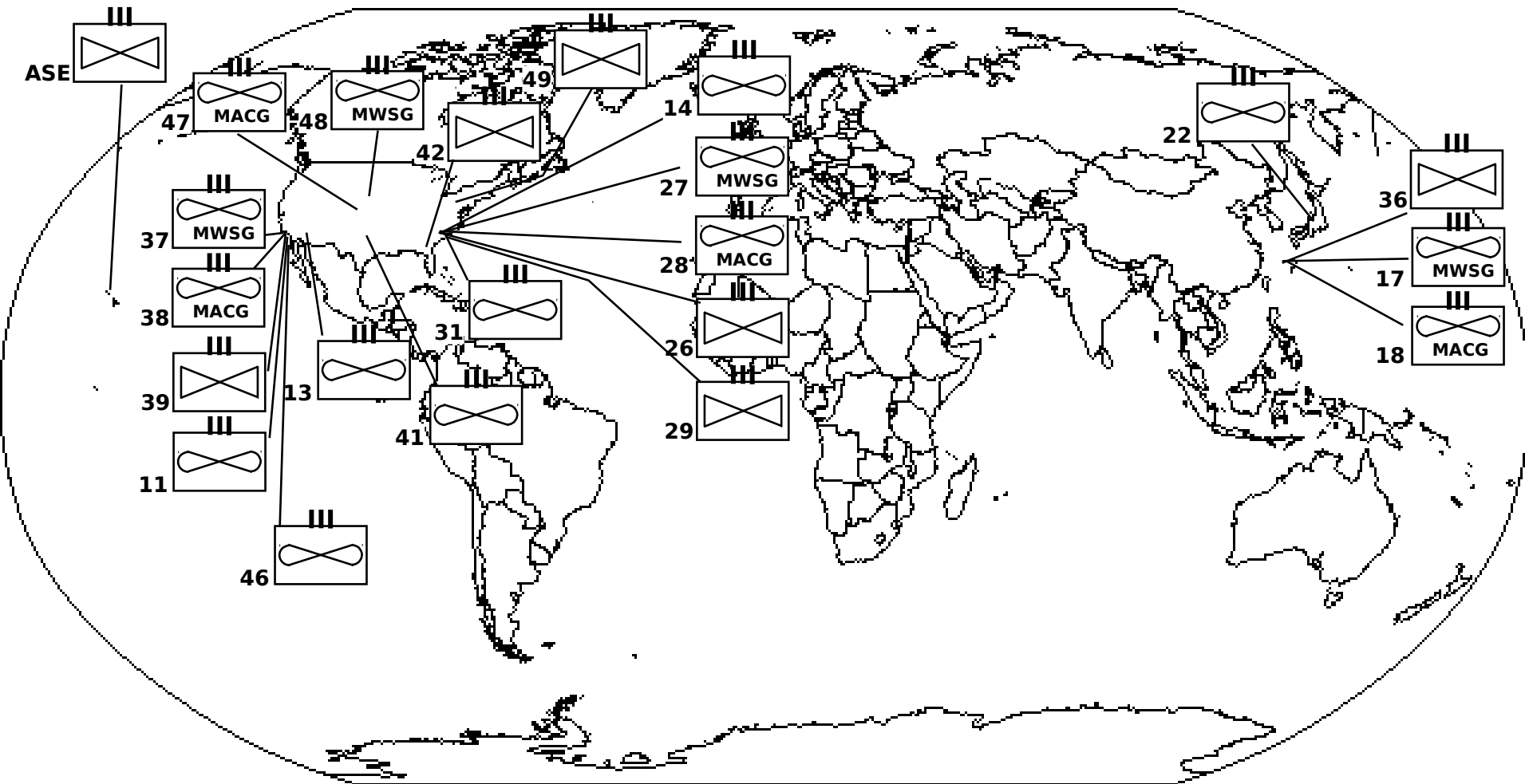




# Infantry and Artillery Regiment locations



# Aviation Group locations



# Black and White Military Symbols

From earlier versions of  
Operational Terms and  
Graphics

# Unit Size Indicators

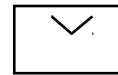
# Unit Symbol

## Unit Size Indicators

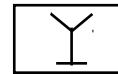
## Modifiers

XXXXXX	Region	
XXXXX	Army Group	
XXXX	Army	XXXX
XXX	Corps	XXX
XX	Division/Wing	XX
X	Brigade	X
III	Regiment/Group	III
II	BN/Squadron	II
I	Co/Battery/Troop	I
●●●	Platoon or Detachment	●●●
●●	Section	●●
●	Squad	●
Ø	Team / Crew	
■	Installation	

## Task Organized\*



Air Assault  
with out aircraft



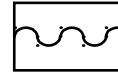
Air Assault  
with aircraft



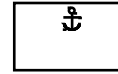
Air Assault (NATO)  
w organic lift



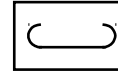
Airborne



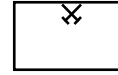
Amphibious



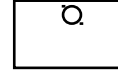
Naval



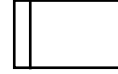
Arctic



Ski



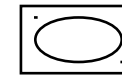
Bicycle  
Equipped



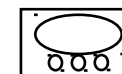
Gun System  
Equipped



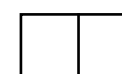
Horse, Camel Pack-  
Animal Equipped



Tracked



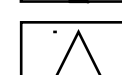
Wheeled



Motorized



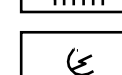
Mountain



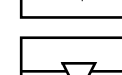
Observation  
Post



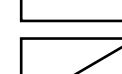
Combat  
Outpost



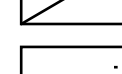
Radar



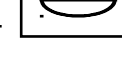
Sensor



Reconnaissance



Riverine or  
Floating



HQ

\*Task Organization can also be designated by (M) in the text description

# Combat Arms (continued next page)

## Air Defense

AD Gun Towed

AD Gun

Tracked / Armored

AD Gun

Wheeled / Armored

AD Gun / Missile

Tracked / Armored

SAM Missile

Short Range

SAM Missile

Med Range

SAM Missile

Long Range

Air Defense Radar

Avenger

Bradley Stinger

Chaparral

Hawk

Patriot

Stinger

Theater

Vulcan Tracked

Vulcan Towed

## Armor

Assault  
Amphibian

Wheeled  
Tank Equipped

## Antiarmor

Dismounted

Fighting Vehicle

AT Motorized

AT Mech

## Aviation

Basic Aviation

Fixed Wing

Rotary Wing

Air Calvary

Scout Helo (OH-58)

## Attack Helos

Light (AH-1)

Medium (AH-64)

Heavy

## Lift Helos

Light (UH-1 or 60)

Medium  
(UH-47 /CH-46)

Heavy (CH-53)

## Engineer

Engineer

Armored Vehicle  
Launched Bridge

Combat Engineers

Mechanized CBT

Construction

Railway Construction

Pipeline Construction

Engineer Bridge

Floating Bridge

Railway Operating Unit

## Engineer

Scatterable Mine-laying

Topographic

Air Assault

Airborne

Light Engineers

Mechanized

## Artillery

Basic towed

Counter Battery Radar

Tracked (COLT)

Dismounted (FIST)

Forward Observer

SP Rocket Artillery

SP Artillery



# Combat Arms

## Artillery

	HIMARS
	Sound Ranging
	Surface to Surface Missile
	Survey Team
	ANGLICO

## Infantry

	Light
	Mech Infantry
	Mech Infantry in tracked Fighting Vehicle
	Dismounted Mech Infantry
	Mech Inf Fighting Vehicle USMC LAV
	Motorized Infantry
	Mountain
	Naval Infantry
	Observation Post
	Combat Outpost

## Reconnaissance

	Reconnaissance
	Light Armored Cav
	Armored Cav
	Tracked IFV Cav, Recon or Scouts
	Motorized (HUMWV or BRDM) Scouts
	Observation Post Dismounted Scouts or Reconnaissance

## Infantry

	Basic
	Mortar
	Mortar (armored)
	EFSS (ITV Mounted 120mm Mortar)
	Air Assault Infantry with out aircraft
	Air Assault Infantry with aircraft
	Airborne Infantry
	Amphibious Infantry USMC Landing Team
	Arctic

## Reconnaissance

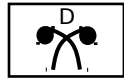
	Reconnaissance Cavalry or Scouts
	Airborne Reconnaissance Cavalry or Scouts
	Recon, Cavalry or Scouts, Horse, Camel, Pack-Animal Equipped

# Combat Support

## Chemical Corps



Basic Chemical



Decontamination



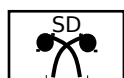
Smoke



APC equipped Smoke



Motorized Smoke



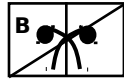
Smoke & Decontamination



APC equipped Smoke & Decontamination



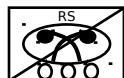
Motorized Smoke & Decontamination



Biological Recon



Chem/Nuc Recon (FOX)

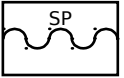


Chem/Nuc Recon(w M21)



NBC Observation Post (Dismounted)

## Landing Support



Landing Support Shore Party

## Military Intelligence



Military Intelligence



Aerial Exploitation (UAV)



Ground Station Module J-STARS



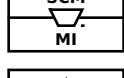
Ground Surveillance Radar



Meteorological



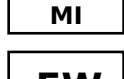
Military Intelligence Operations



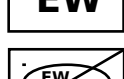
Sensor Control and Management USMC SCAMP



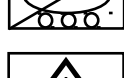
Sensor OP/LP



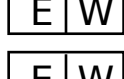
Tactical Exploitation Battalion



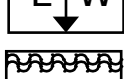
Electronic Warfare (Basic)



EW Equipped USMC LAV



Direction Finding



EW Intercept



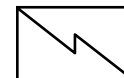
EW Jamming

## Law Enforcement



Military Police

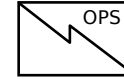
## Signals / Communications



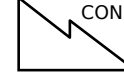
Communications



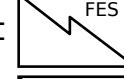
Area Signal



Command Operations



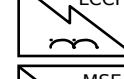
Construction / Installers



Forced Entry System



Communications Configured Package



Airborne CCP



Multiple Subscriber Element



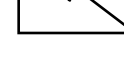
Large Extension Node



Node Center



Remote Access Unit

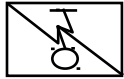


Small Extension Node

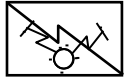


# Combat Support pages)

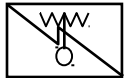
## Signals / Communications



Radio Relay Station



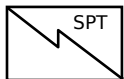
Retransmission Station



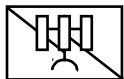
Radio/Wireless Station



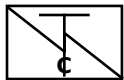
Radio Recon OP



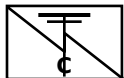
Signal Support Operations



Tactical Satellite Communications



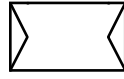
Telephone Switching Center



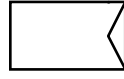
Teletype Center

# Combat Service Support (2

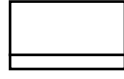
## Multifunctional CSS



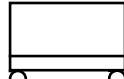
Echelons Above Corps  
Combat Service Support



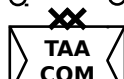
Corps Level  
Combat Service Support



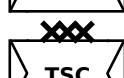
Supply



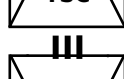
Supply Trains



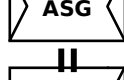
Theater Army  
Area Command



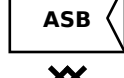
Theater Support  
Command



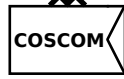
Area Support  
Group



Area Support  
Battalion



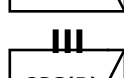
Corps Level  
Combat Service Support



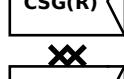
Corps Support Group  
Forward (F)



Corps Support Group  
Rear (R)



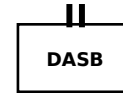
Marine Logistics  
Group (USMC)



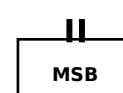
Corps Support  
Battalion



Division Support Command  
(DISCOM)



Division Aviation Support  
Battalion



Main Support Battalion

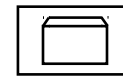


Forward Support Battalion

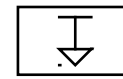
## Combat Service Support



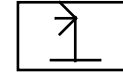
Band



Finance



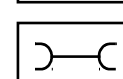
Labor



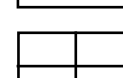
Laundry & Bath



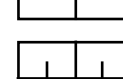
Laundry, Shower, &  
Clothing Repair



Maintenance



Medical



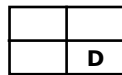
Medical Facility



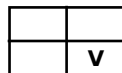


# Combat Service Support

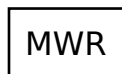
## Combat Service Support



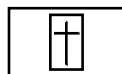
Dental



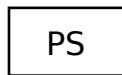
Veterinary



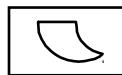
Morale, Welfare & Recreation (MWR)



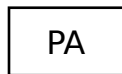
Mortuary Affairs



Personnel Services



Mail or Courier



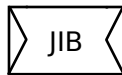
Public Affairs



Broadcast Public Affairs Department



Corps Media Center



Joint Information Bureau (EAC)



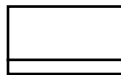
Reception Holding Unit



Salvage



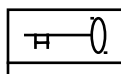
Service



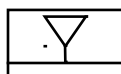
Basic Supply



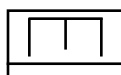
Class I Subsistence



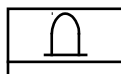
Class II Clothing, Individ Equipment, Tentage Etc



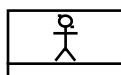
Class III POL Supply



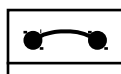
Class IV Construction & Barrier Material



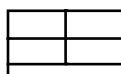
Class V AMMO



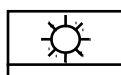
Class VI Personal Items



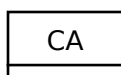
Class VII Major assemblies



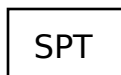
Class VIII Medical Supplies



Class IX Repair Parts



Class X Civic Affairs/Non Military



Support



Supply and Transport



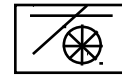
Motor Transport



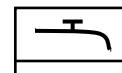
Railhead



Seaport (SPOD or SPOE)



Airfield/Airport (APOD or APO)



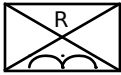
Water Distribution



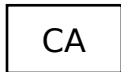
# Special Operations Forces (SOF)



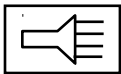
Special Forces



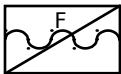
Rangers



Civil Affairs



Psychological Ops (PSYOP)



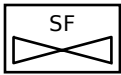
Marine Force Recon



SEALS



Fixed Wing



Rotary Wing



Horse, Camel, pack animal-Mounted Special Forces

# Weapons symbols

75mm M20 84 mm 106mm

SPG-9

Recoilless Rifle

Multi-barrel Rocket  
Launcher  
SAM

SSM

ASM

Non-LOS AT Missile

Armor Protected Wheeled

Mk 19 on HMMWV

Bradley-Stinger  
Fighting Vehicle

LAV with 25mm

Scud on a TEL

Medium Tank with  
Mine Rollers

Medium Tank with  
Mine Plow

Air Def. Gun

AT Gun

AT Missile SP  
(Tracked)

AT Rocket  
Launcher

Air Def. Gun SP

Direct Fire  
or Cannon

Howitzer

Laser

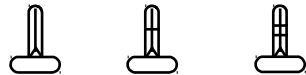
Rifle or Automatic

Mortar

Grenade Launchers

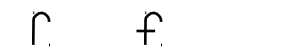
Flame Thrower

Smoke Generator









M203

Mk 19


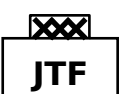
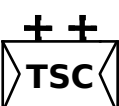


# High Level Commands

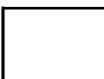
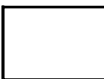








## Army Service Component Commands

United States Army, Europe		<b>EUCOM</b>
United States Army, Pacific		<b>PACOM</b>
Forces Command		<b>LANTCOM</b>
Third US Army		<b>CENTCOM</b>
US Army South		<b>SOUTHCOM</b>
Eighth US Army		<b>USFK</b>

## Field Army

Field Army (with Corps Attached)		<b>CENTCOM</b>
Joint Task Force South		
Theater Support Command		

## Headquarters Types

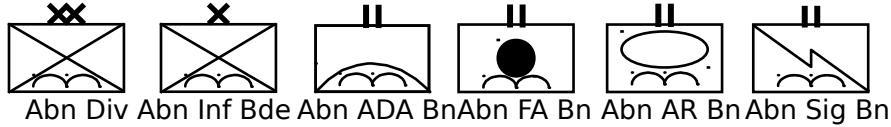
Tactical Operations Center (TOC)		TOC
Assault Command Post (ASLT)		ASLT
Base Defense Operations Center (BDOC)		BDOC
Command Group (CMD GP)		CMD
Combat Trains Command Post (CTCP)		CTCP
Field Trains Command Post (FTCP)		FTCP
Forward Command Post (FWD)		FWD
Main Command Post (MAIN)		MAIN
Rear Command Post (REAR)		REAR
Tactical Command Post (TAC)		TAC



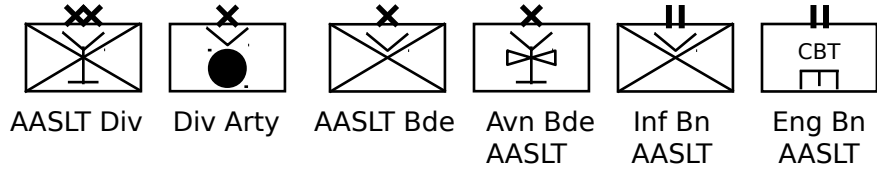
# Examples of Units in

## Divisions

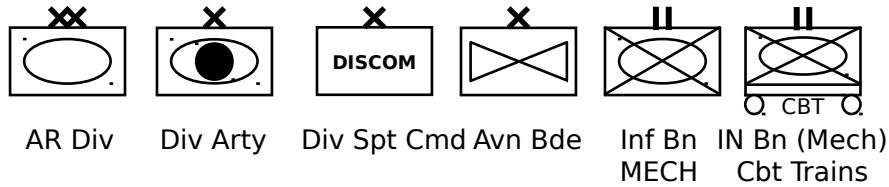
### Airborne Division



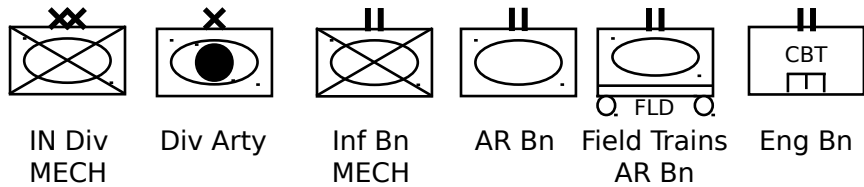
### Air Assault Division



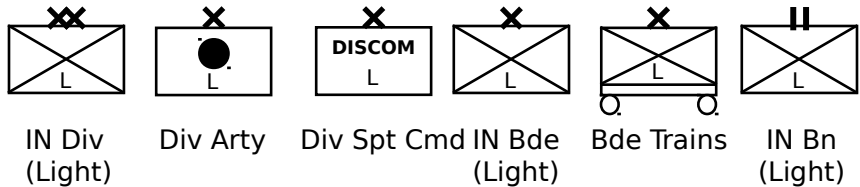
### Armored Division



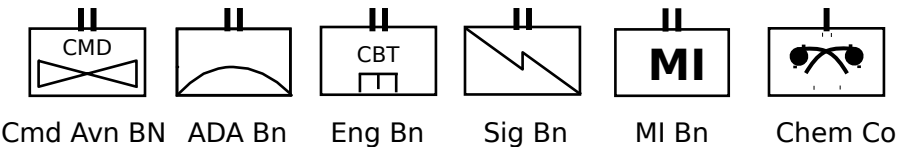
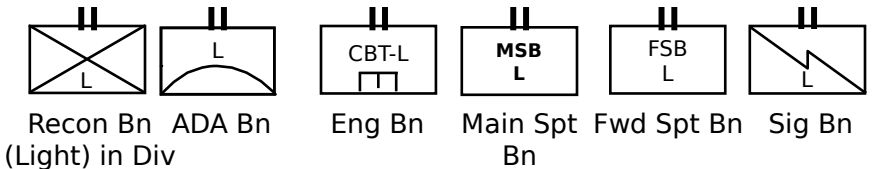
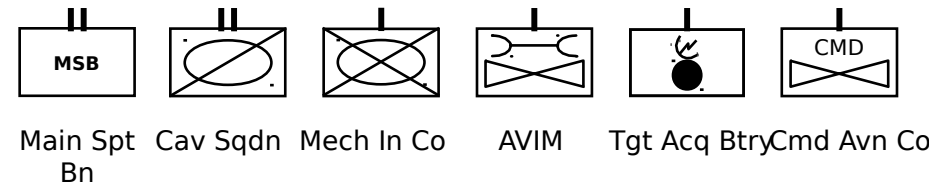
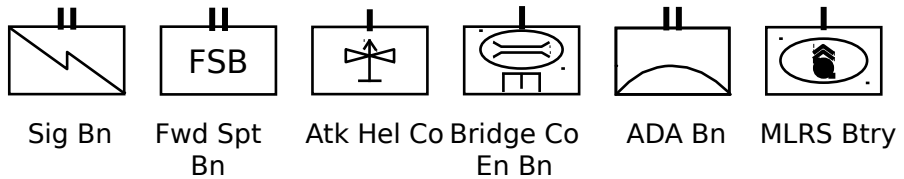
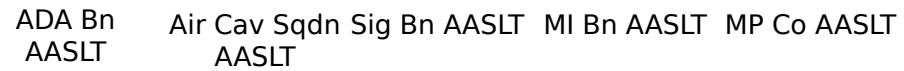
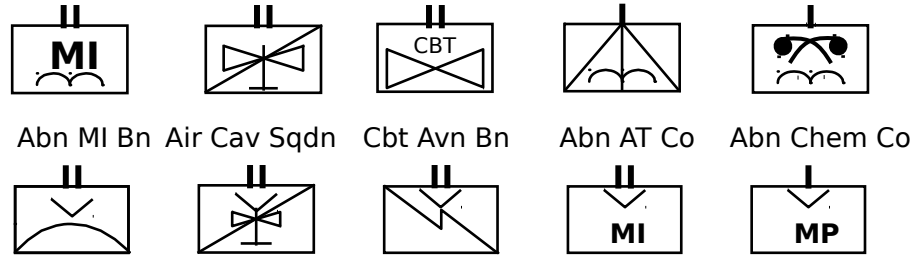
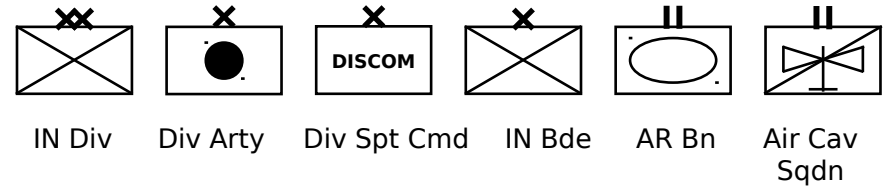
### Mechanized Division



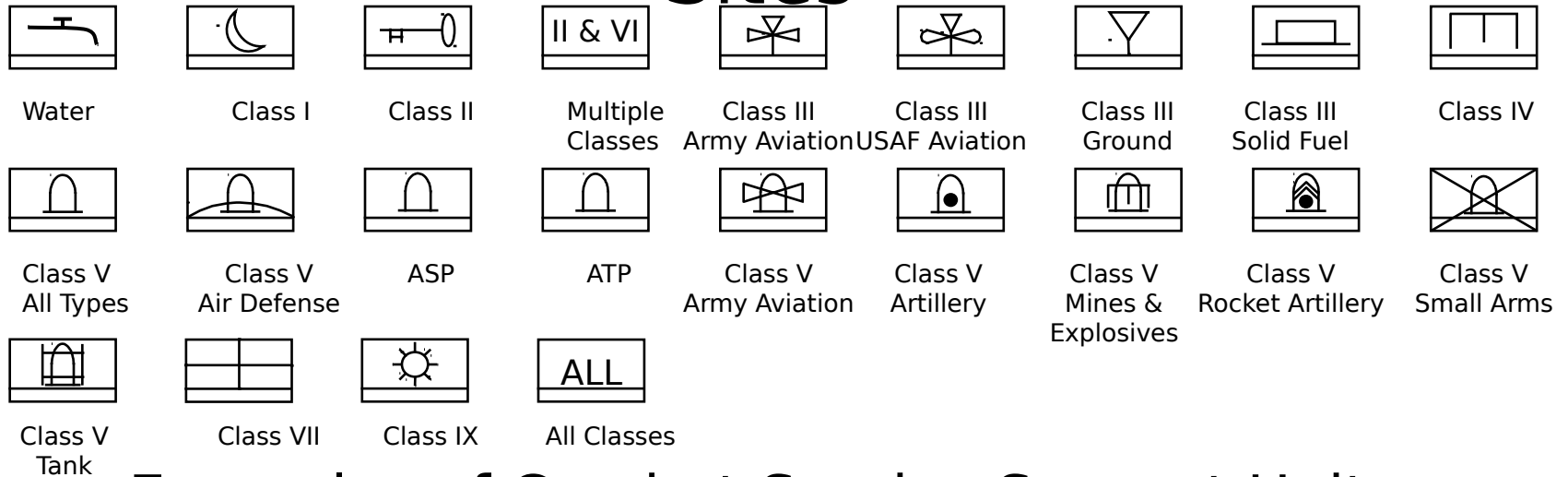
### Infantry Division (Light)



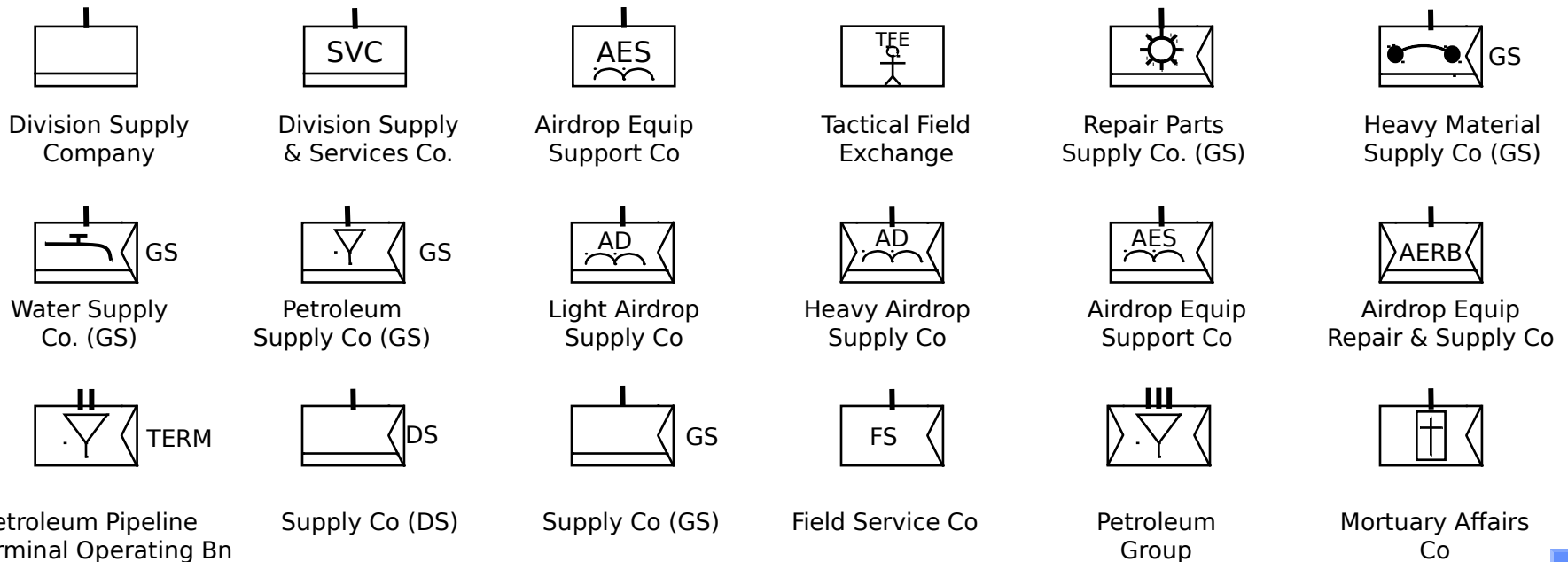
### Infantry Division (see pages A-4, 5 MCRP 5-12A or FM 101-5-1)



# Examples of Supply Sites



## Examples of Combat Service Support Units




The letters will not change scale with the graphics, the Font size must be changed



# Mobility Modifiers

## Symbols

 Wheeled Limited  
Cross Country

 X country veh


 Towed trailer

 Railway

 Half track

 Over-snow  
(Prime Mover)


 Sled (towed)

 Horse, Camel Pack-  
Animal Equipped

 Barge

 Amphibious


# Tactical


  AP mine/belt

  AT mine/belt



















  Unspecified mine/belt

 AT Ditch prepared/  
under preparation

 Unspecified  
Obstacle belt

 Prepared  
positions

# Vehicle Symbols

	Tank		Armored Combat Earth Mover (ACE)
	Lt, Med Heavy		
	APC		
	Bradley		Armored Vehicle-Launched Bridge (AVLB)
	LAV		Hovercraft
	LVTC		
	LVTE		Armored Vehicle-Mounted MICLIC (AVLM)
	LVTP		Tractor, Full-tracked Low-speed (dozer)
	LVTR		Armored Carrier with Volcano
	Truck		Truck-mounted Volcano
	Locomotive		



# Aircraft / Aerial Vehicles (2 pages)

## Helicopters



Civilian



Attack/ASW/ASUW



Recon



Transport: light, med, heavy



Support: SAR & C2, MCM

# Aviation Symbols

Army

Air Force

Army

Air Force

Helo

Fixed Wing

Helo



Attack



Fixed Wing

Bomber



Fighter



Recon



Lift



Airborne Unit  
Identifier



RPV



Air Assault Unit  
lift required



Air Assault Unit  
Lift Organic



# Miscellaneous Comm or Electronics



Generic Signals or Electronic



Radio Retransmission



Direction Finder



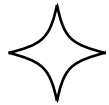
Signal or Comm Center



Radar



Electronic Warfare



Unattended Ground Sensor



Sensor String






# Unit Size Indicators

Unit Size Indicators

XXXXXX	Region	
XXXXX	Army Group	
XXXX	Army	XXXX
XXX	Corps	XXX
XX	Division/Wing	XX
X	Brigade	X
III	Regiment/Group	III
II	BN/Squadron	II
I	Co/Battery/Troop	I
■ ■ ■	Platoon or Detachment	■ ■ ■
■ ■	Section	■ ■
■	Squad	■
∅	Team / Crew	
■	Installation	

\*Task Organization can also be designated by (M) in the text description

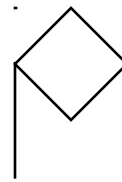
## Examples of Enemy Equipment

	Tank
	Tracked Wheeled IFV
	Tracked Wheeled IFV

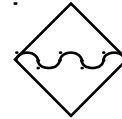
## Enemy Units (2

pages)

The letters will not change scale with the graphics, the Font size must be changed



Headquarters



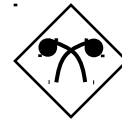
Amphibious



Military Intel



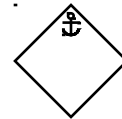
Military Police



NBC



Afloat or Riverine



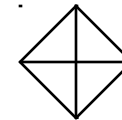
Naval



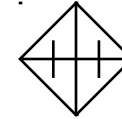
Engineer



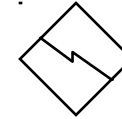
Mech Engineer



Medical



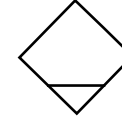
Medical Treatment



Communications / Signal



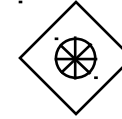
Electronic Warfare



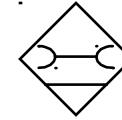
Supply



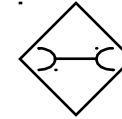
Supply & Transport



Motor Transport



Supply & Repair

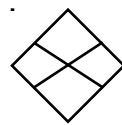
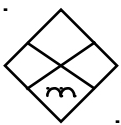
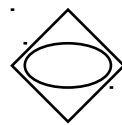
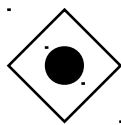
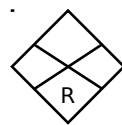
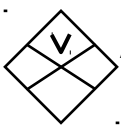
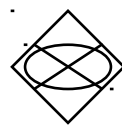
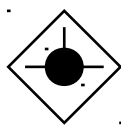
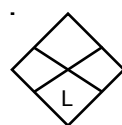
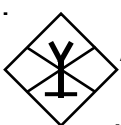
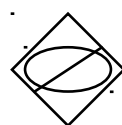
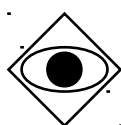
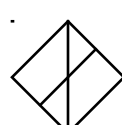
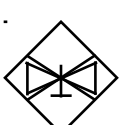
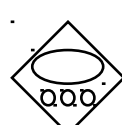

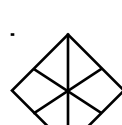



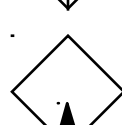
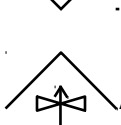

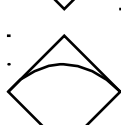
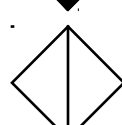
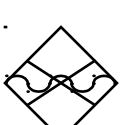
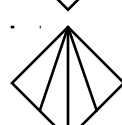
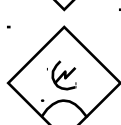
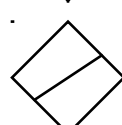
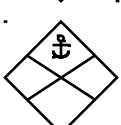
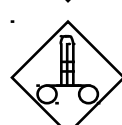




Maintenance



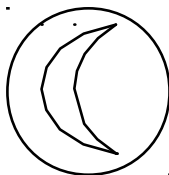
# Enemy Units

The letters will not change scale with the graphic  
the Font size must be changed

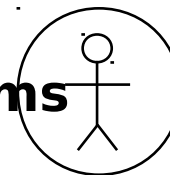
	Infantry		Airborne Infantry		Armor		Artillery
	Rangers		Air Assault Infantry with out aircraft		Mech Inf		Mortar
	Light		Air Assault Infantry with aircraft		Light Armor/ Armored Cav		SP Artillery
	Motorized Scouts		Air Cav		Mech or Armored (Wheeled)		MLRS
	Motorized Inf		Attack Helo on the Ground		Anti-armor		Counter-battery Radar
	Mountain		Attack Helo in Flight		AT Mech		Air Defense
	Motorized		Marine Infantry		AT Motorized		Air Defense Radar
	Recon/ Calvary		Naval Infantry		Mobile SSM (IRBM)		Mobile ASCM
	Special Forces						



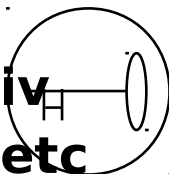
## Class I Subsistence



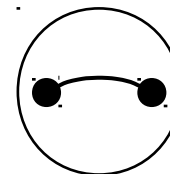
## Class VI Personal Items



## Class II Clothing, Individual Equipment, Tentage etc



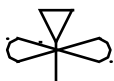
## Class VII Major End Items



## Class III POL & Fuel



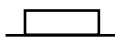
Ground



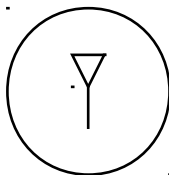
Air  
Force



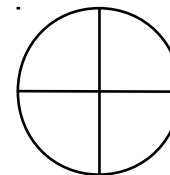
Army  
Aviation



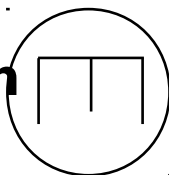
Solid Fuel  
(coal/wood)



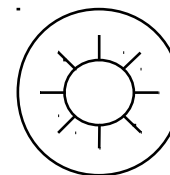
## Class VIII Medical



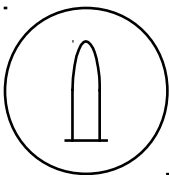
## Class IV Construction



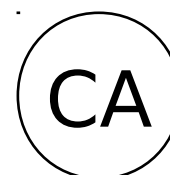
## Class IX Repair Parts



## Class V AMMO all types less special






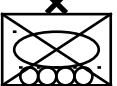




## Class X Civic Affairs/Non Military













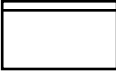
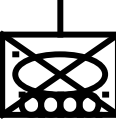

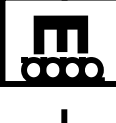

# Army Unique Symbols

## Experimental Units

	Unit of Effort
	Unit of Action
	Mobility Enhancement Unit A task organized unit Consisting of MP's, Chemical Warfare, and Engineers
	Place holder subordinate Bn of undefined composition
	 Striker Brigade
	Sustainment Brigade
	Non-Line-of-Sight Fires

## Color Codes (not consistent)

	Air Assault
	Medevac
	Scout Recon
	Artillery and Engineers
	Infantry
	Armor
	Support/Supply
	Support/Supply
	Combined Arms
	Future Combat Vehicle Equipped Brigade Combat Team

	HHC - Hq and Hq Company
	Combined Arms Unit
	Striker mounted Infantry
	Recon in Gun equipped Striker
	Striker mounted Engineers
	AT Striker with Gun

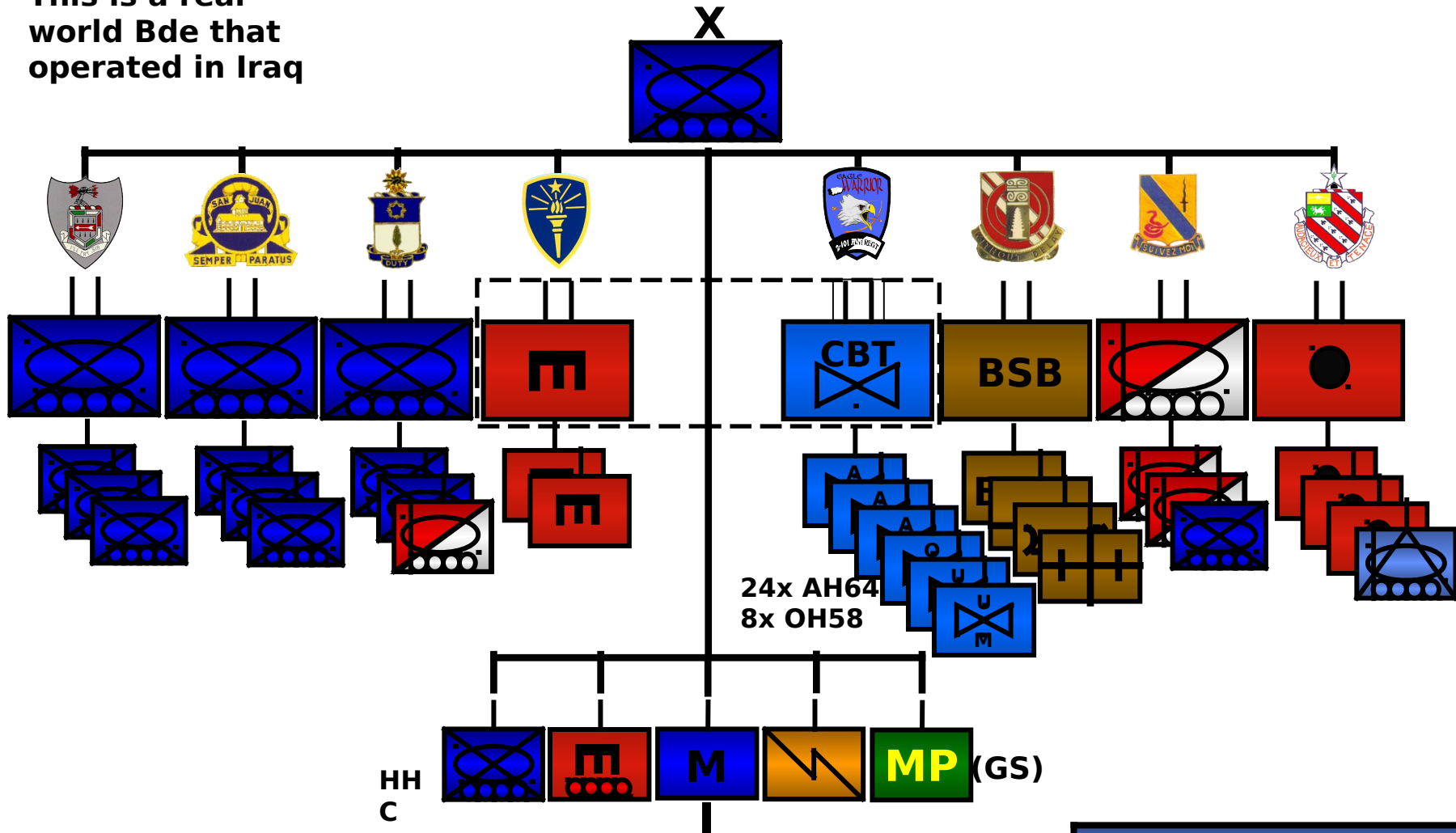
A variety of symbols and colors show up in US Army briefings with little consistency except for the Scout Recon S  
These symbols are some of the examples captured from various US Army Briefs



# Striker Brigade

## 1/25 BASE SET

This is a real  
world Bde that  
operated in Iraq



24x AH64  
8x OH58

**'NEVER LESS THAN 8  
BATTALIONS  
OF COMBAT POWER'**

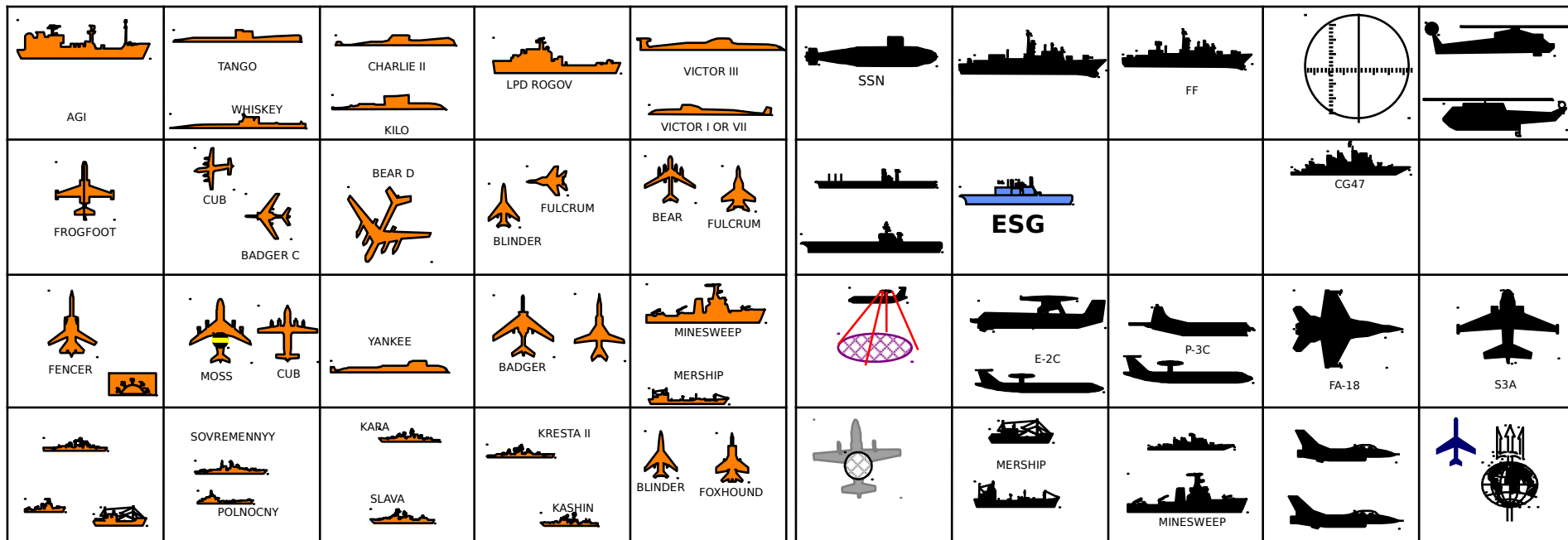
**8 Bns, 6 Separate Co**

**ASSIGNED STRENGTH: 510**





# Miscellaneous Graphics Collections (Several pages)



LSD



FFG



DDG



Isd



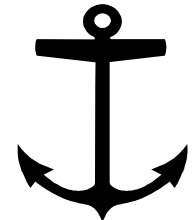
spruance



Aoe

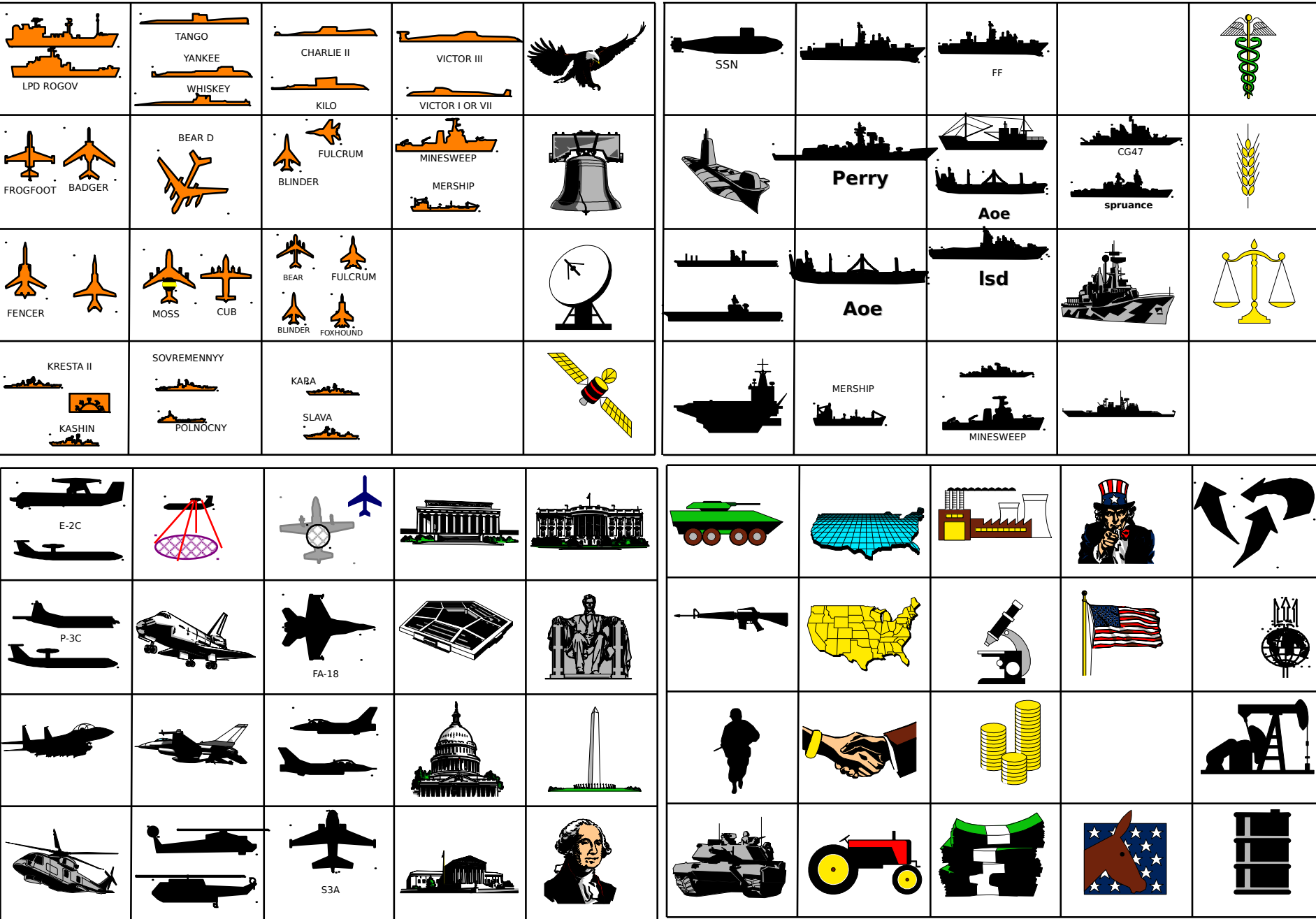






















Perry








Courtesy Navy Wargaming Division, Newport RI





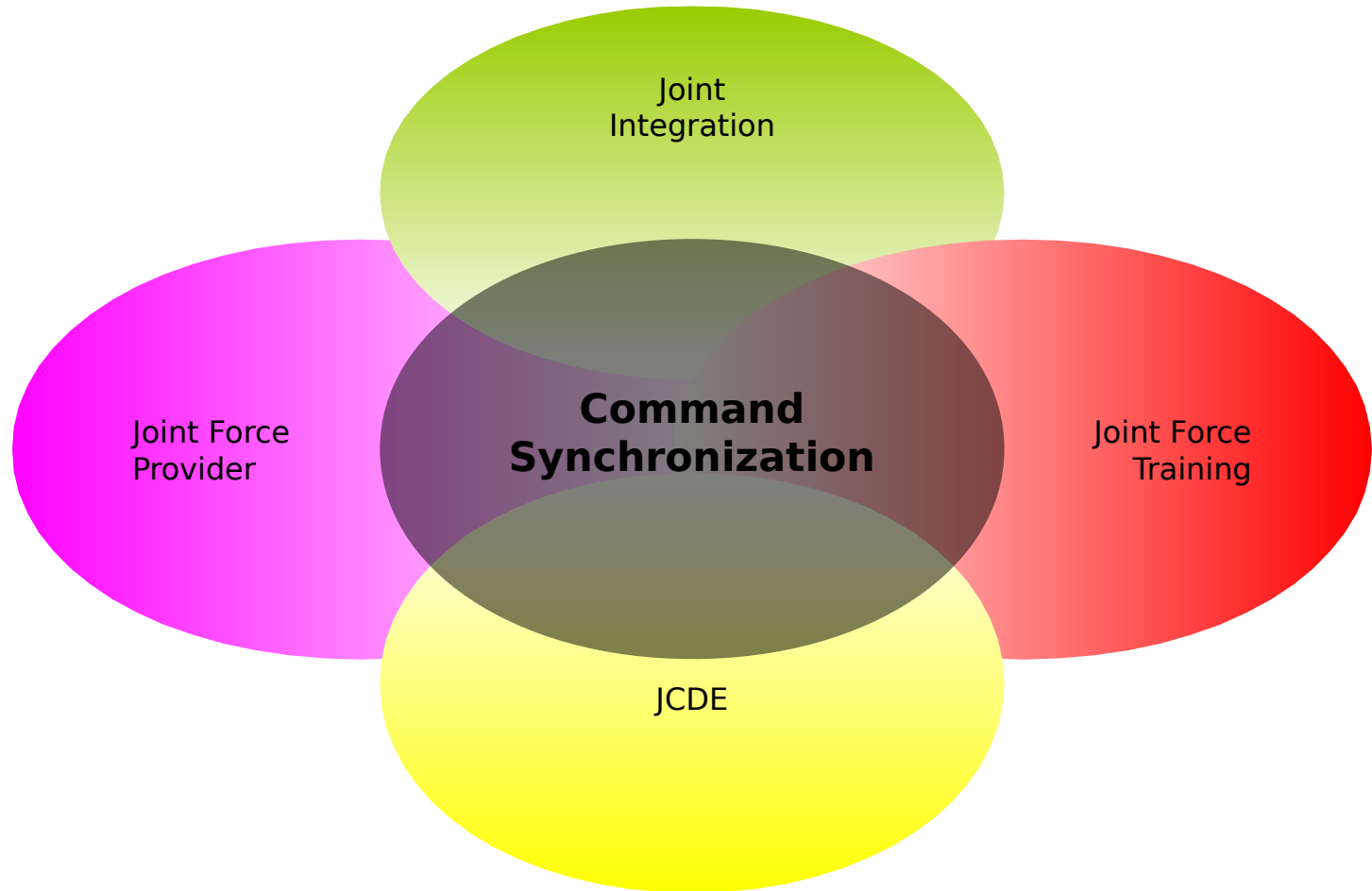
				
SSN	LA CLASS	OHIO CLASS	TRIDENT	SEAWOLF
				
LAFAYETTE	Perry	DDG 51	SPRUANCE	CG47
				
FF	CG - 51	LSD	CIMARRON AO	MINESWEEP
				
PRAIRIE AD	BATTLE SHIP	TICO	KIDD	MERSHIP

		
NIMITZ	KITTY HAWK	
		
HOSPITAL SHIP	SEA SHADOW	
		
SACRAMENTO AOE		

Courtesy Navy Wargaming Division, Newport RI

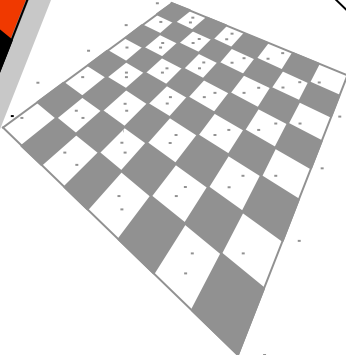
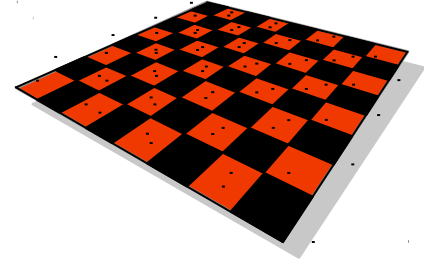
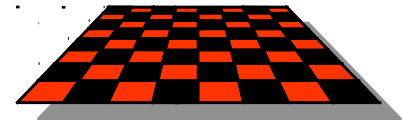
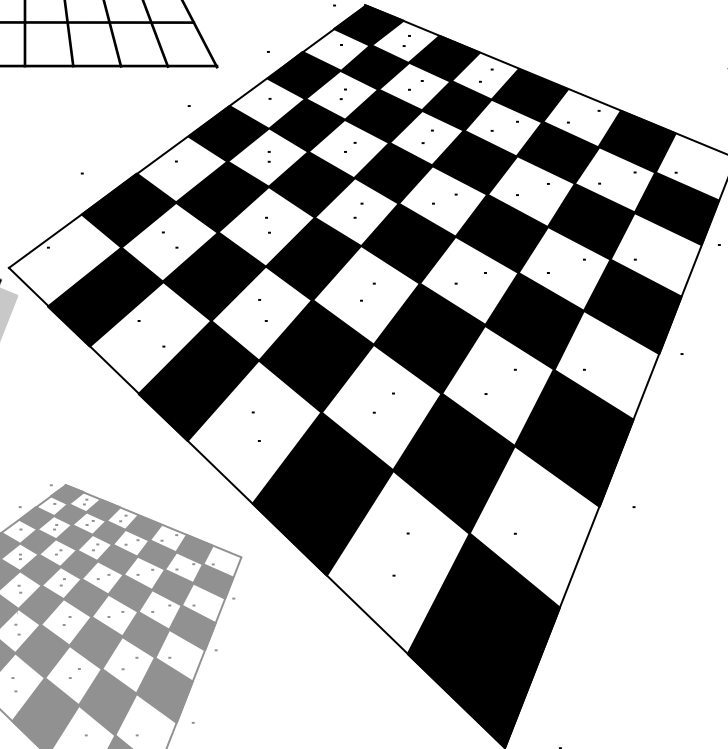
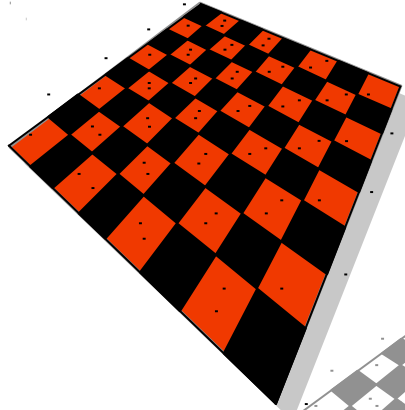
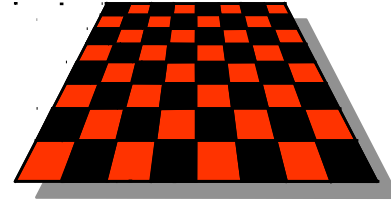
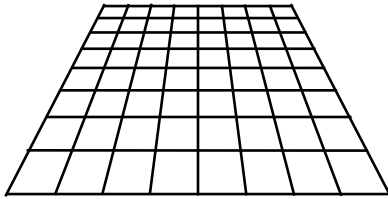
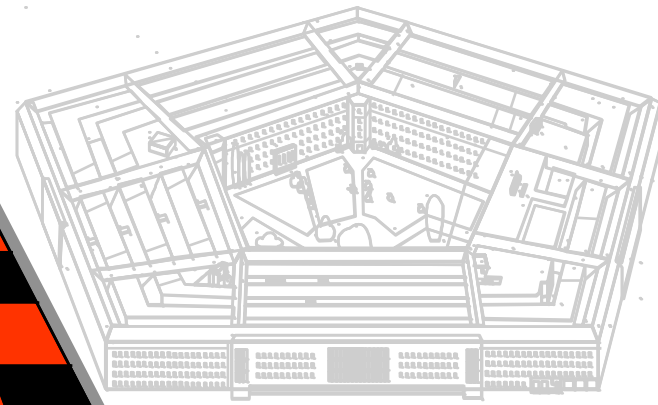
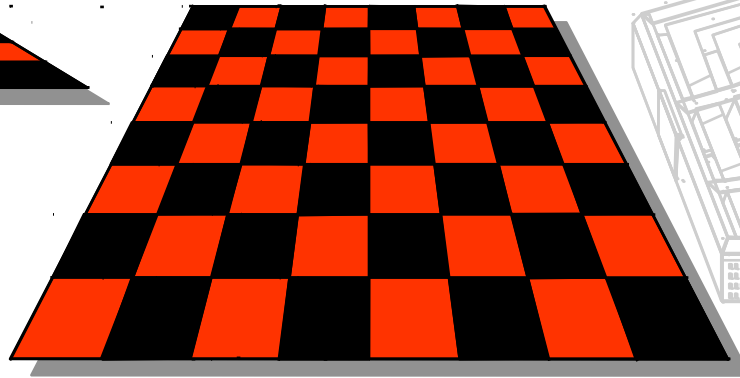
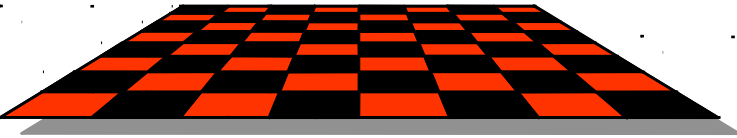


ILLUSTRATION of overlapping subordinate  
priorities



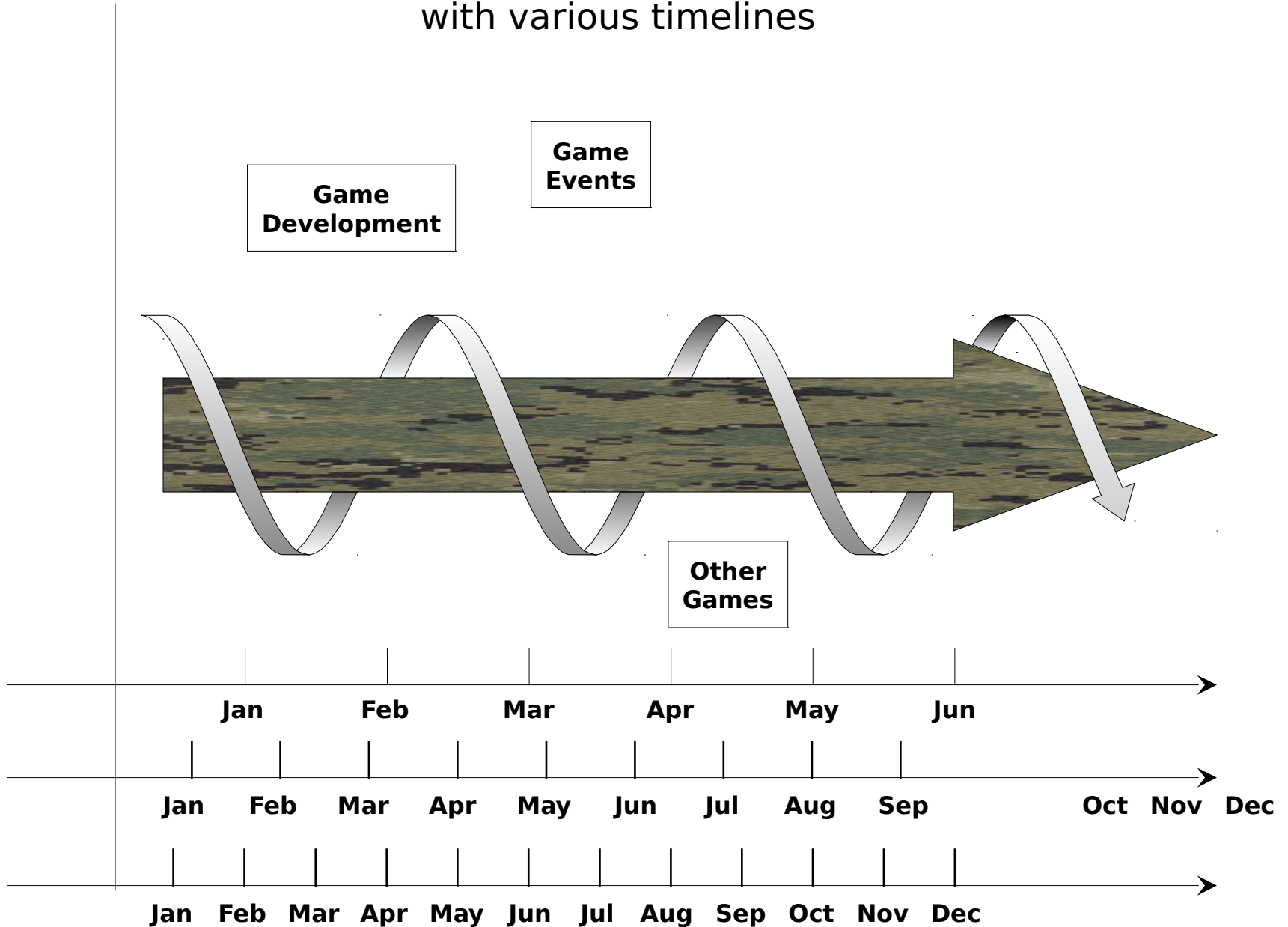
Courtesy JFCOM

# Chess Boards



# Spiral Path

with various timelines



See the next page for Tips and Instructions



Unit Labels, see pages 15 and 16 for details and examples



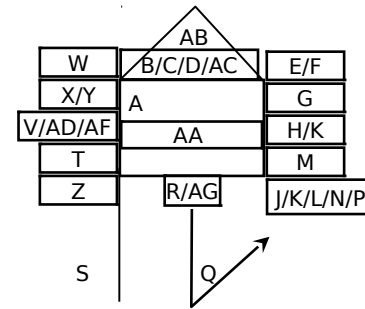
## Unit Size Indicators

## Task Organized\*

(+)

SCUD B

XXXXXX	Region	
XXXXX	Army Group	
XXXX	Army	XXXX
XXX	Corps	XXX
XX	Division/Wing	XX
X	Brigade	X
III	Regiment/Group	III
II	BN/Squadron	II
I	Co/Battery/Troop	I
●●●	Platoon or Detachment	●●●
●●	Section	●●
●	Squad	●
∅	Team / Crew	
■	Installation	



# Tips and Instructions

Use the “Slide Show” Mode to navigate via hyperlink buttons

Then hit “Esc” button or the “Slide View” Mode to work on the graphics

This is a “Huge” brief, do NOT panic if your screen turns black for a long time while shifting to “Slide Show”  
Here are 20 some odd “Scratch Sheets” after “The End” slide that show how these graphics were built.

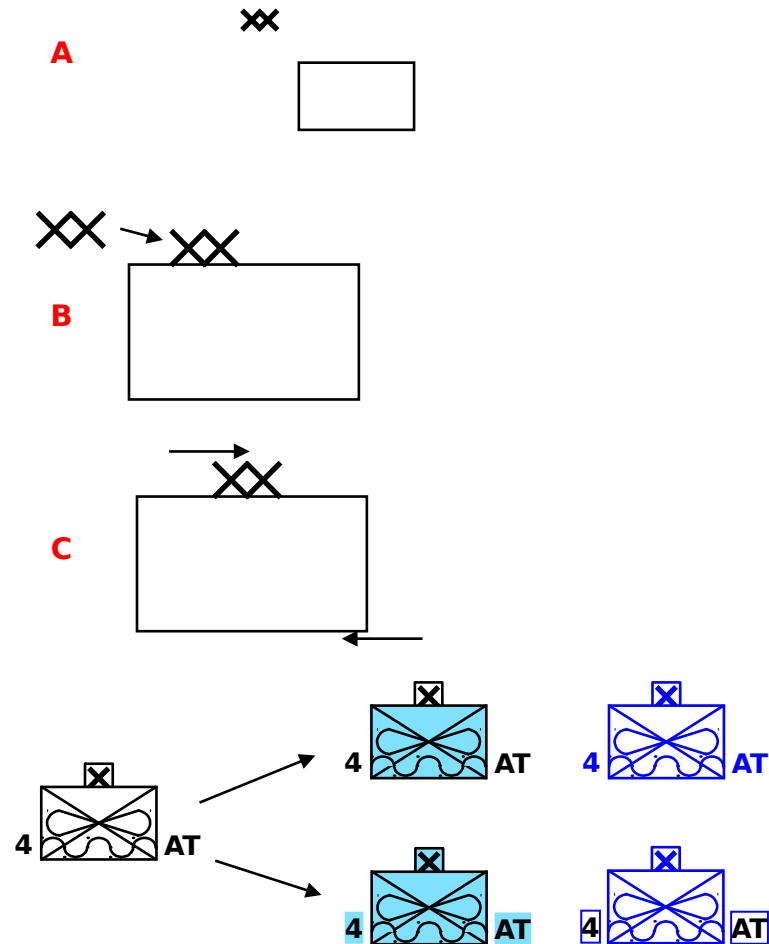
**A** To match up a unit with its size indicator  
cut and paste them onto the work sheet.

**B** Right click one of the symbols then  
zoom into 200%-400% for good  
visibility and manually move the size  
indicator on top of the unit symbol.

**C** right click both symbols, then center  
by clicking Draw, Align, Center, to  
center the indicator on top of the unit.  
Or you can hit the keys **alt** and **r** then **a**  
then **c**. While both symbols are  
selected, group them by clicking Draw,  
Group or hit the keys **alt** and **r** then **g**

The size indicator should be aligned and  
grouped before the text modifiers on the  
sides are attached, otherwise it will not  
center properly.

When changing the color of the fill or the  
lines in a symbol containing text or  
attachments, ungroup the text and  
attachments, change the colors selectively,  
then regroup. Otherwise colored lines or fill



**Good!**

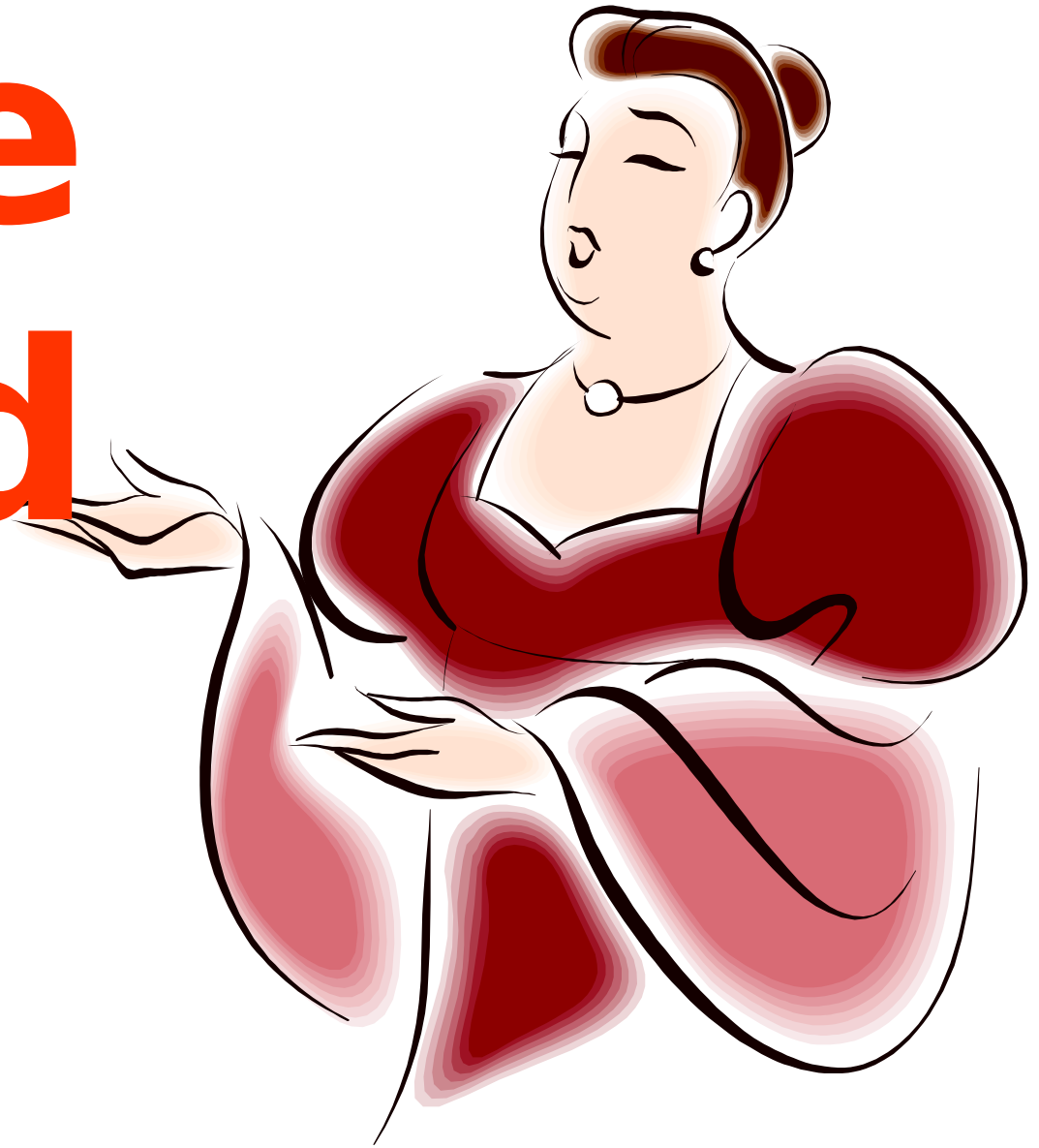
**Bad & Ugly!**

White fill behind the echelon symbol and the unit  
designations



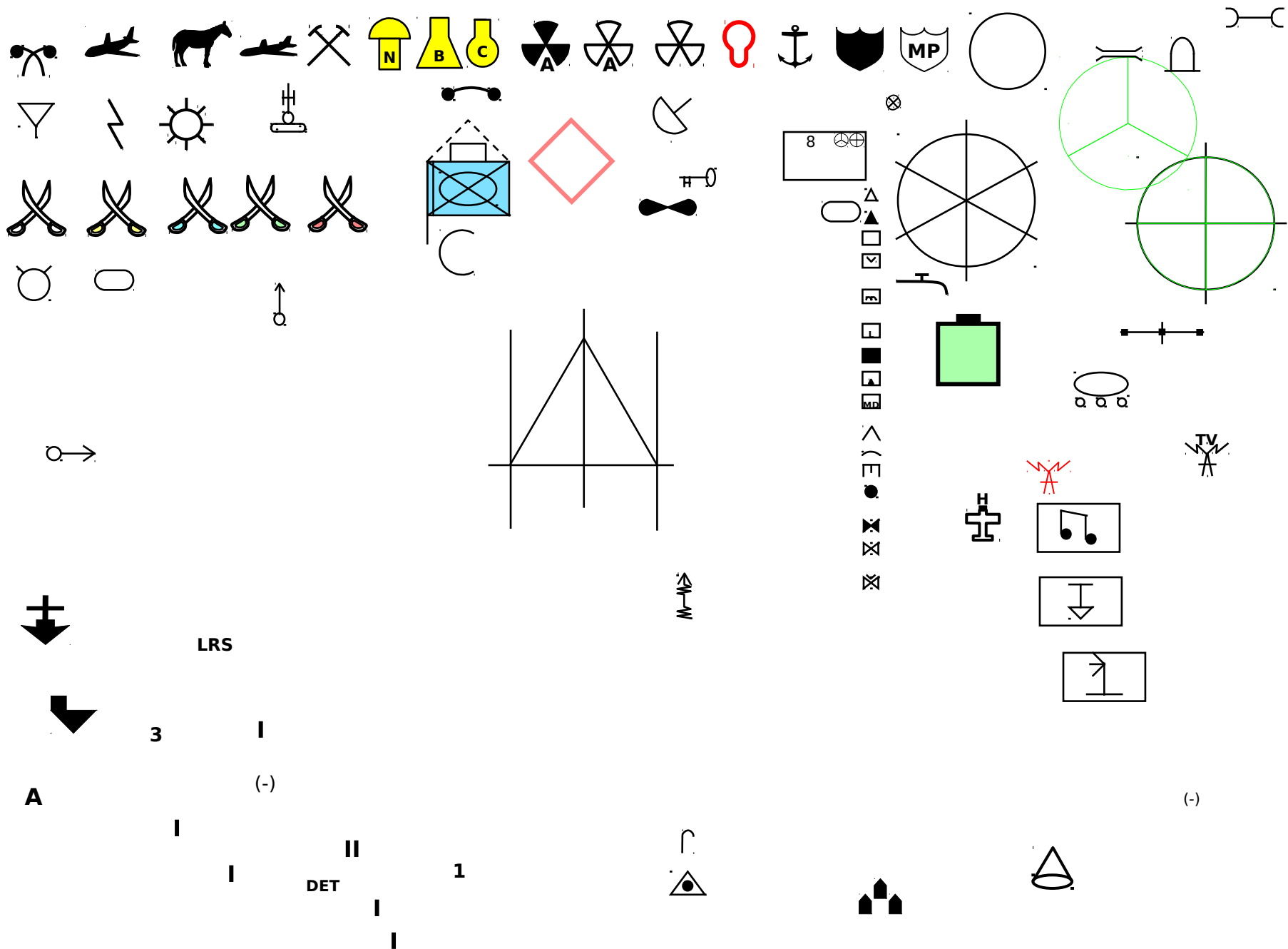


# The End

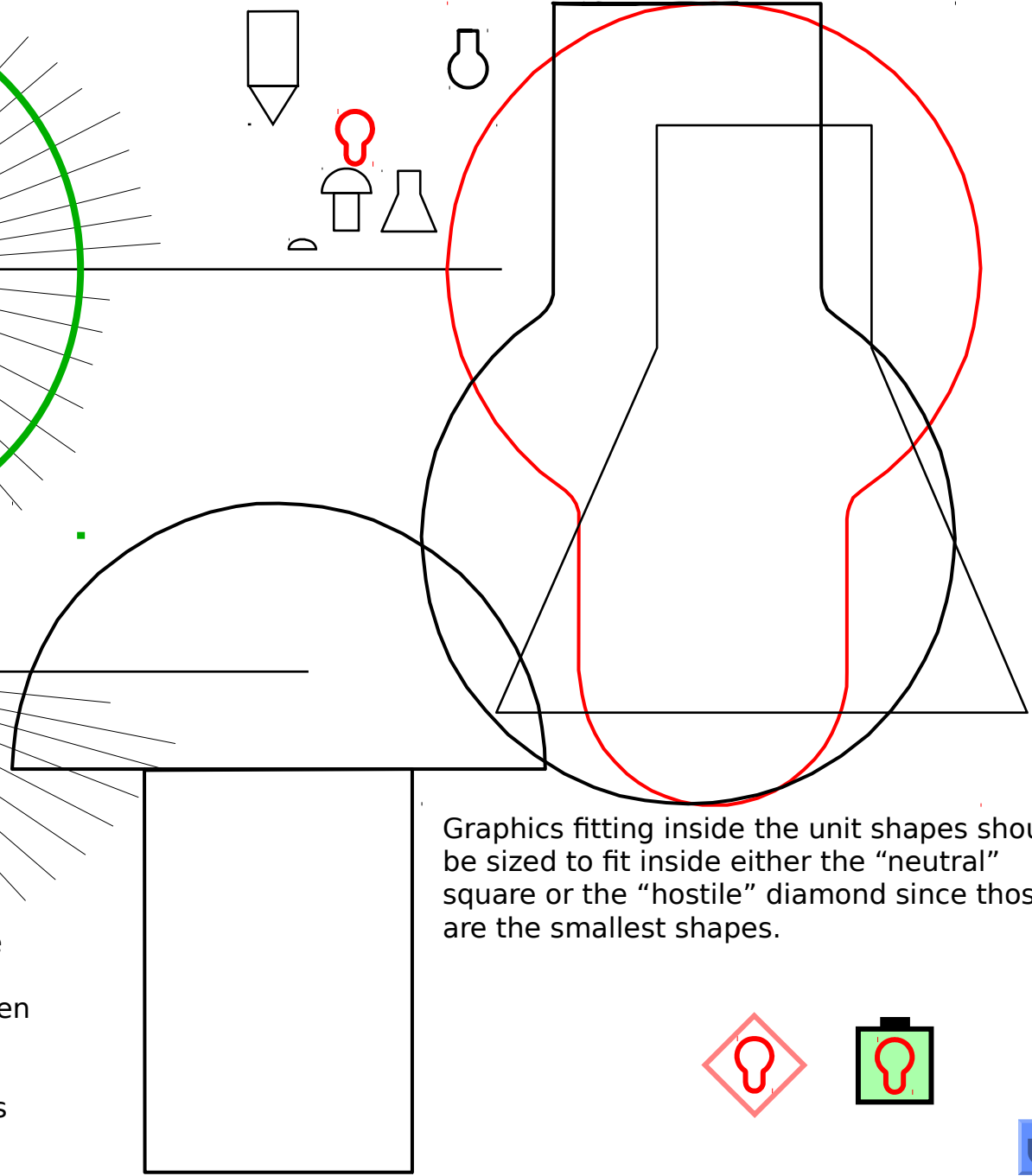
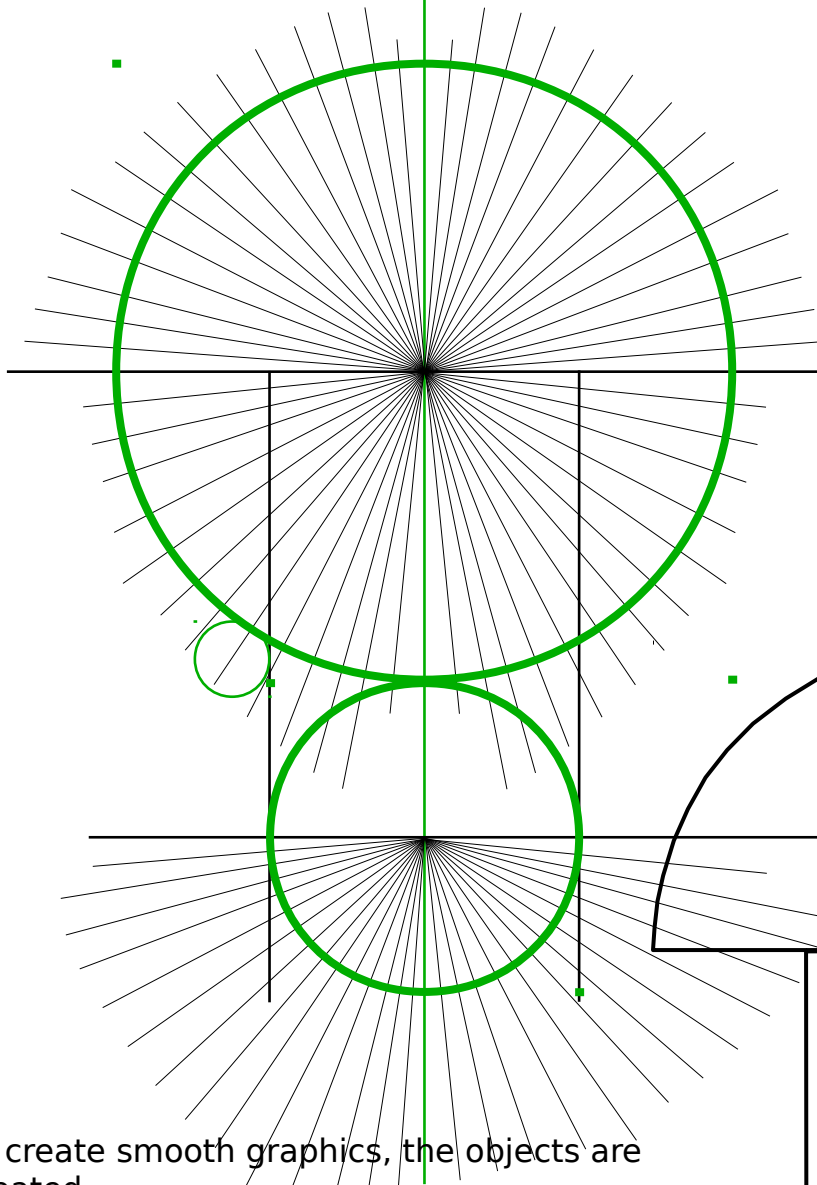
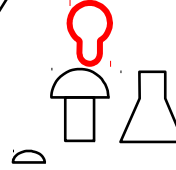




## Scratch Sheet



Scratch  
Sheet

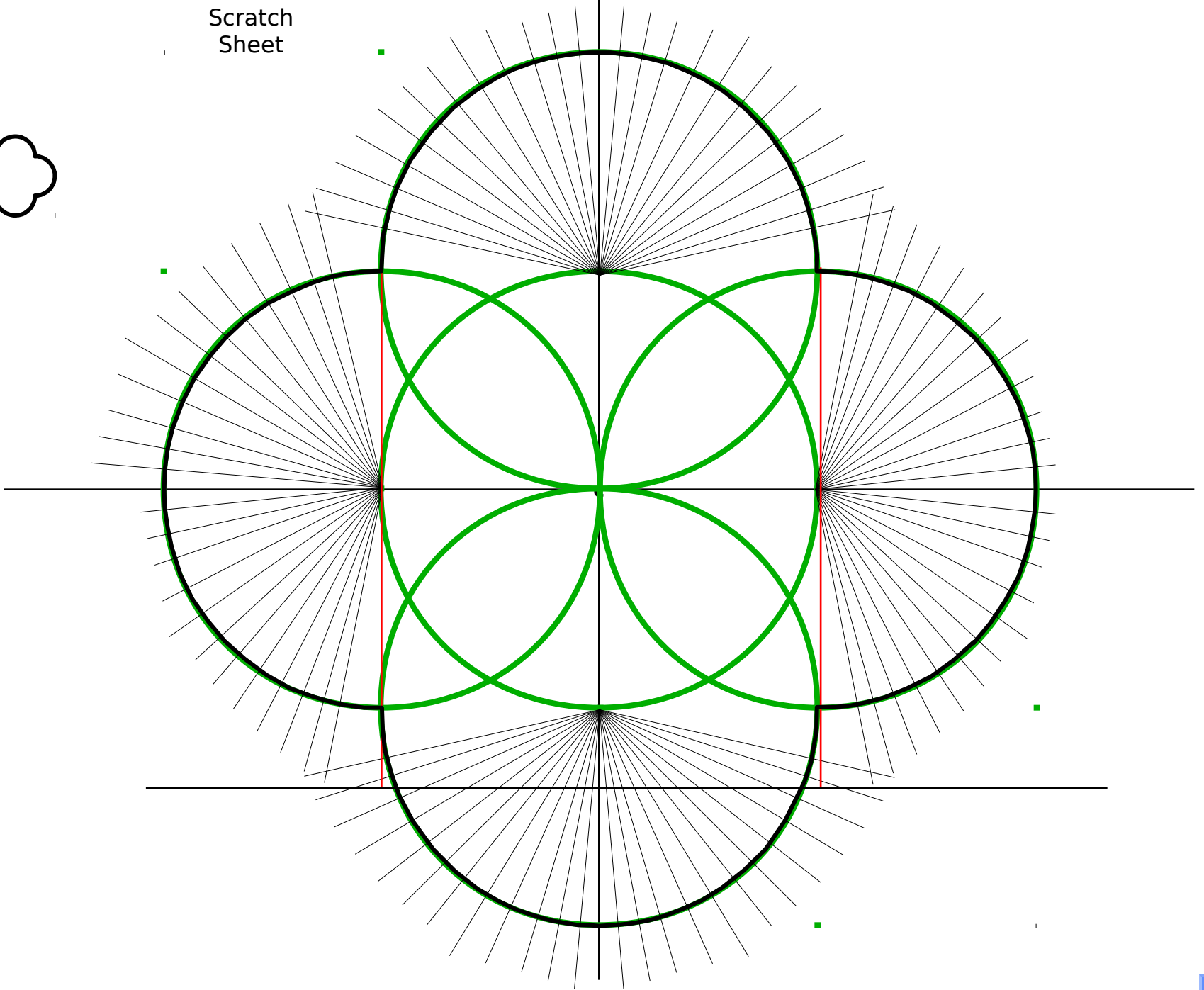


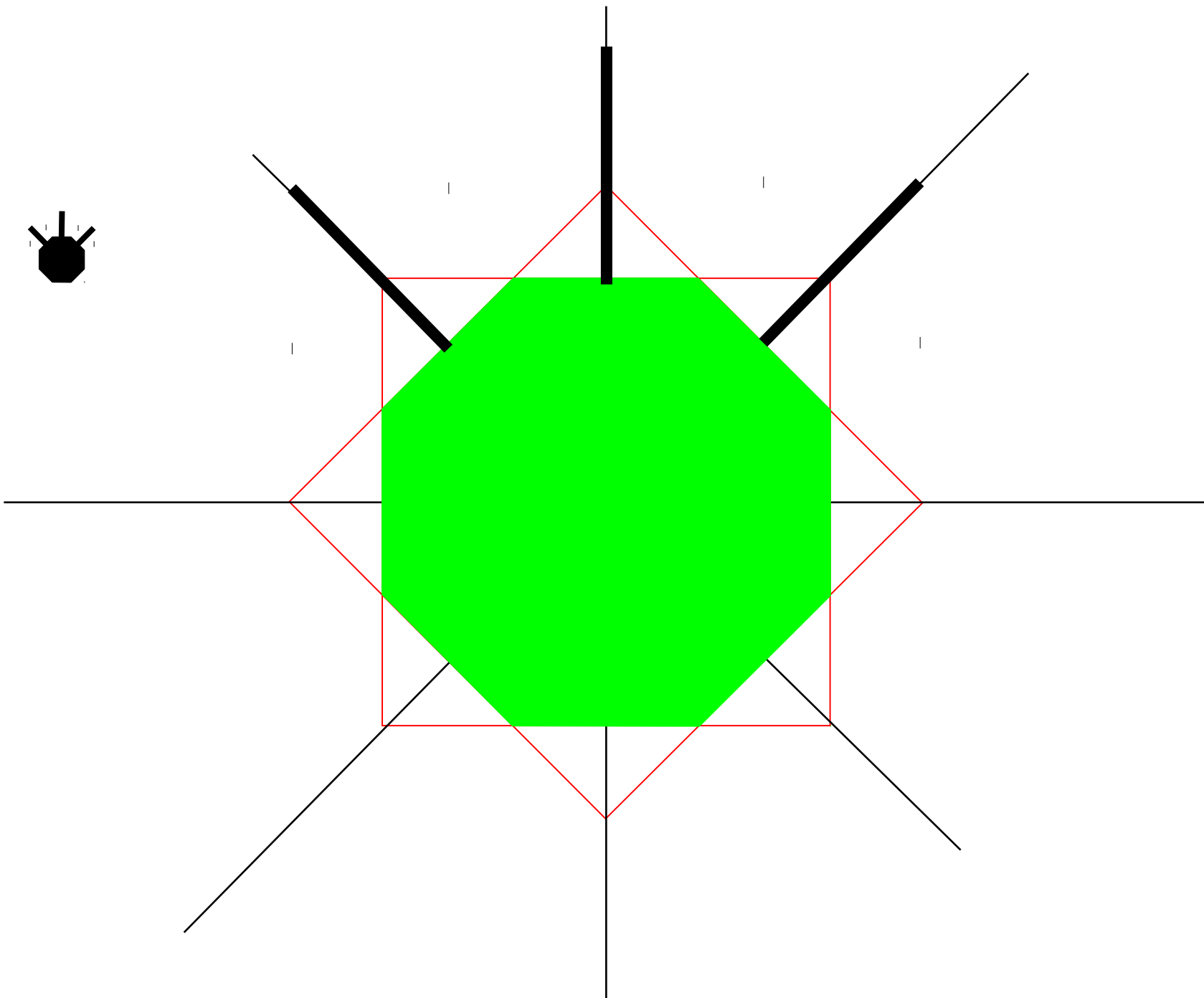
Graphics fitting inside the unit shapes should be sized to fit inside either the “neutral” square or the “hostile” diamond since those are the smallest shapes.

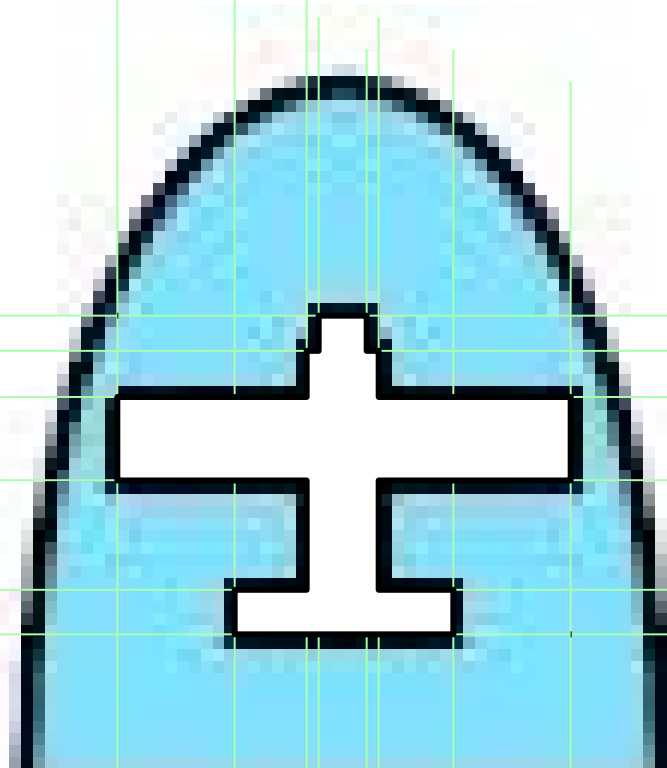
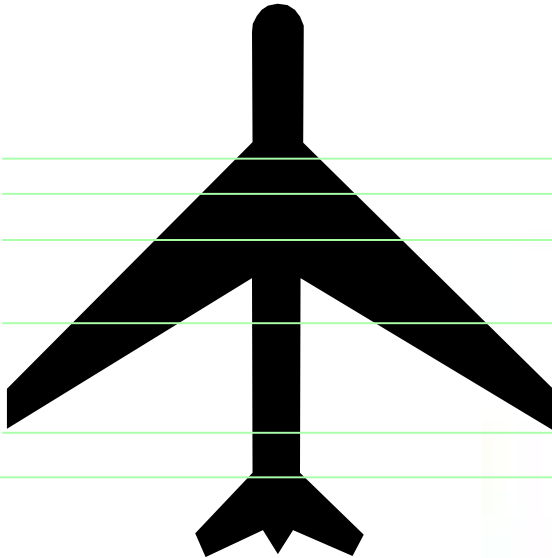
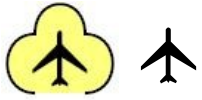


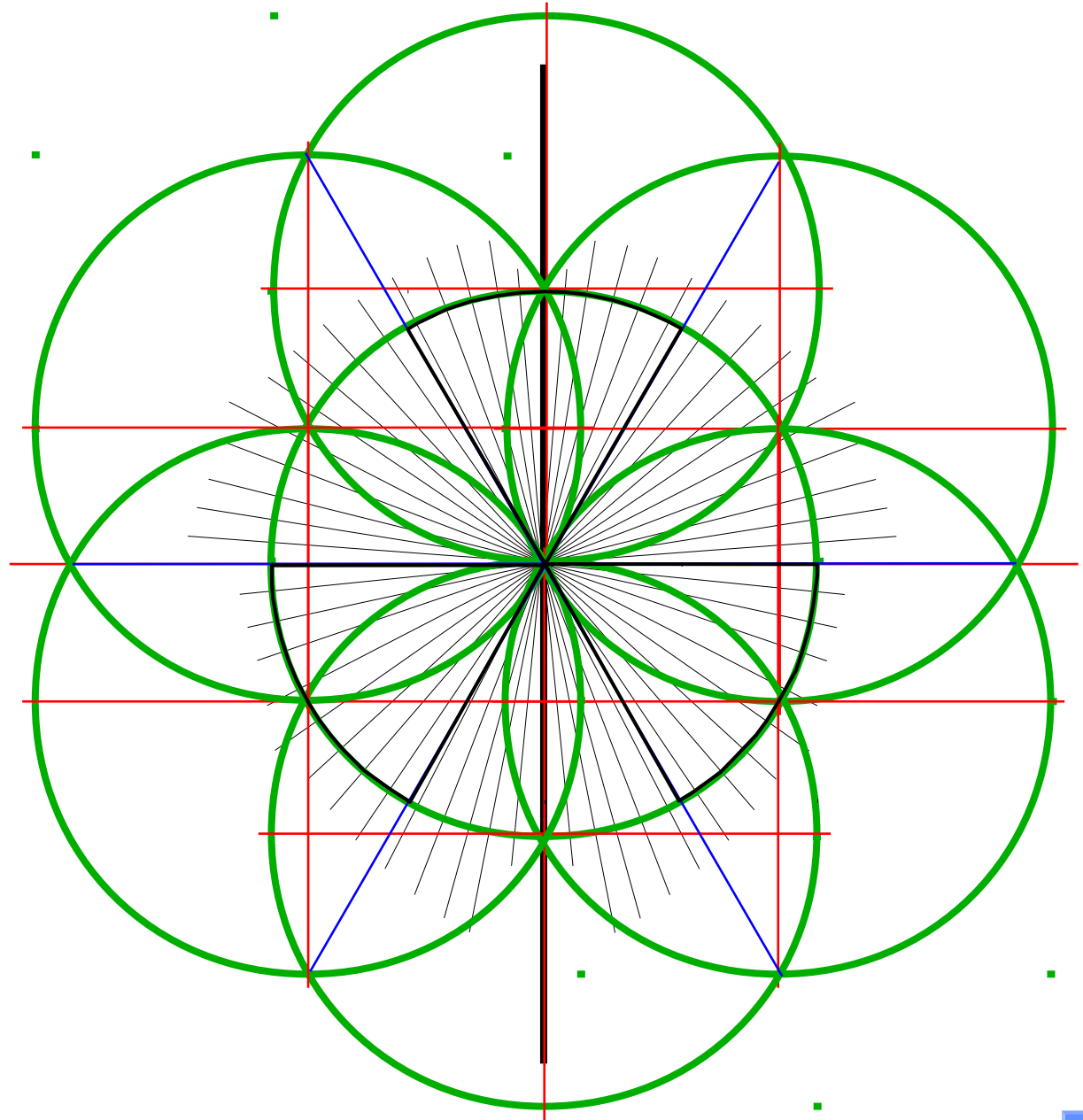
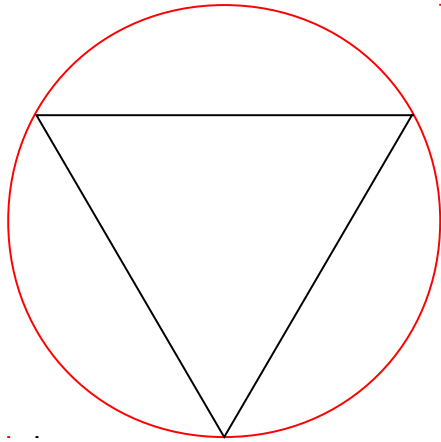
To create smooth graphics, the objects are created 10 times or 1000% larger than desired, then shrunk. Using the size function in the “format autoshape” window. The format window is reached by right clicking the object.





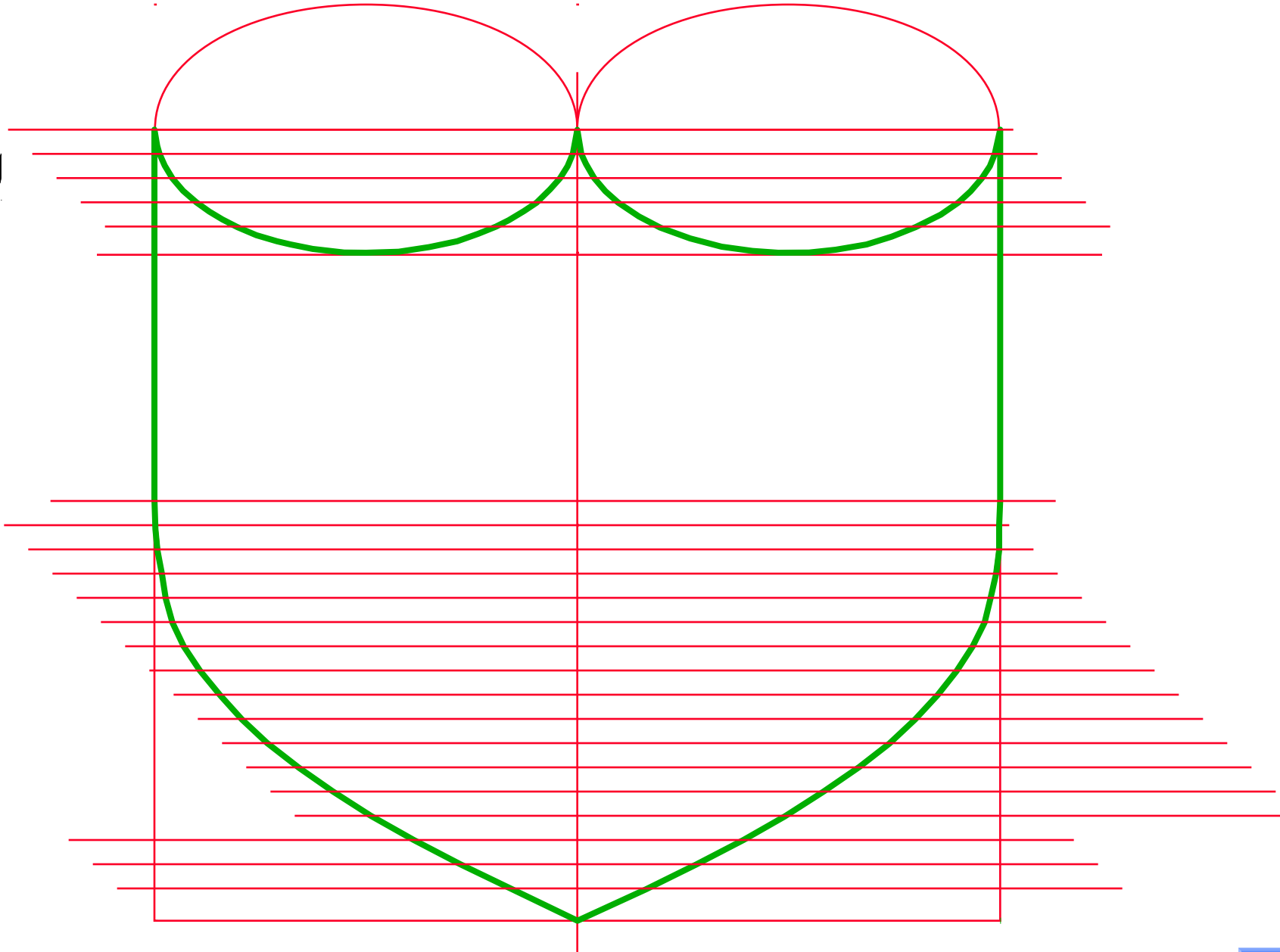




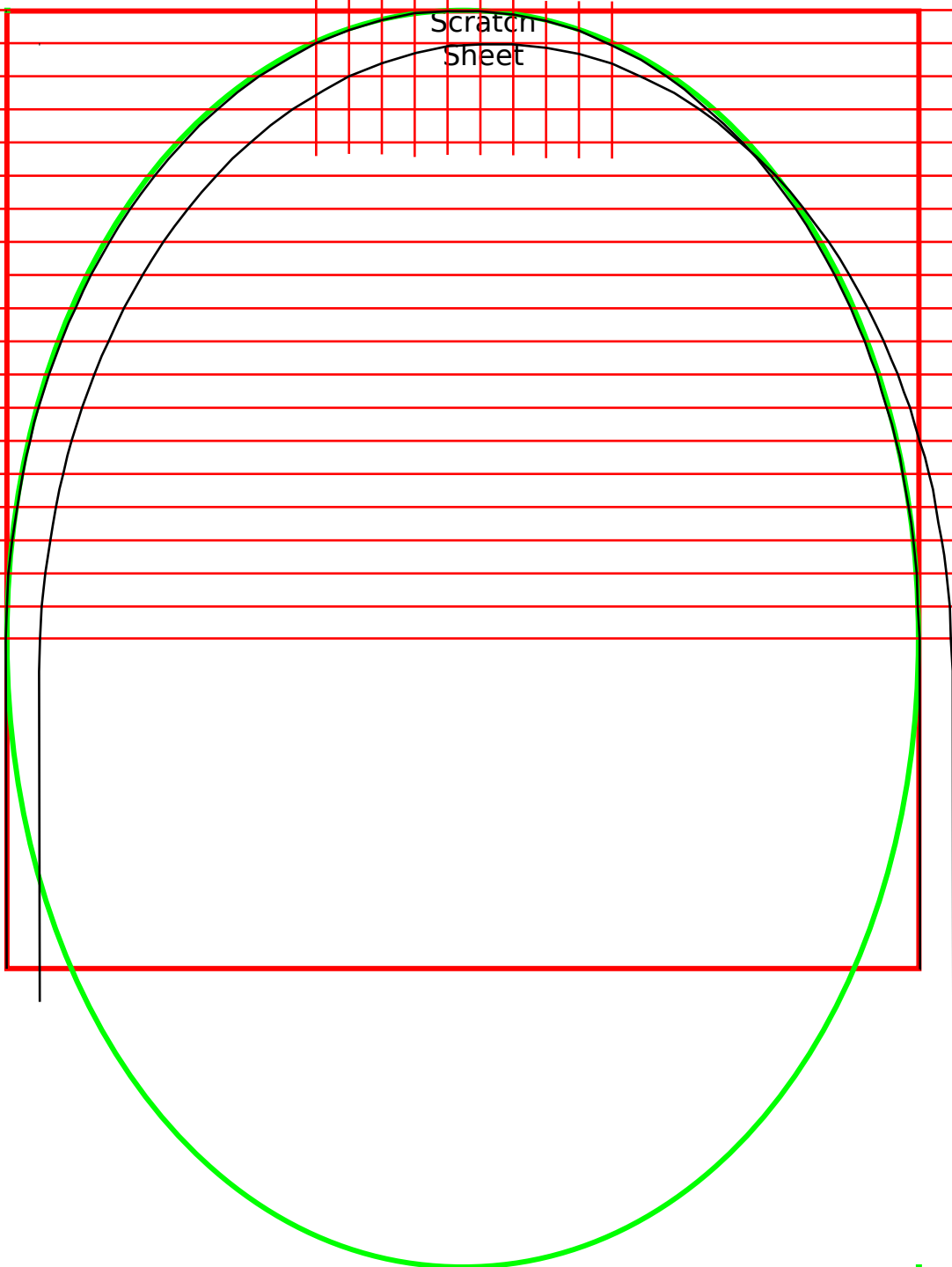
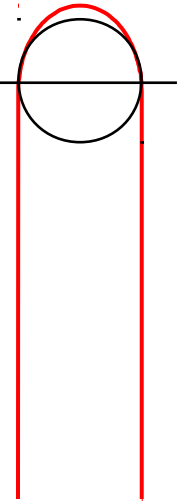


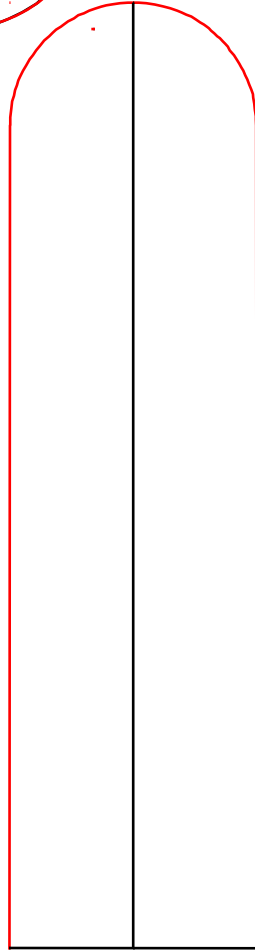
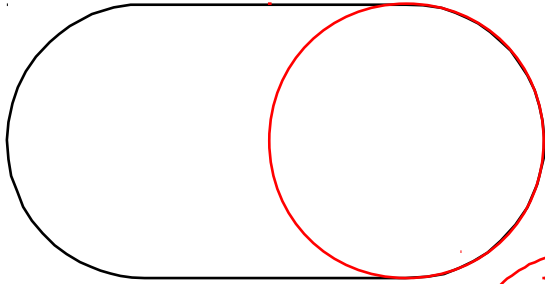


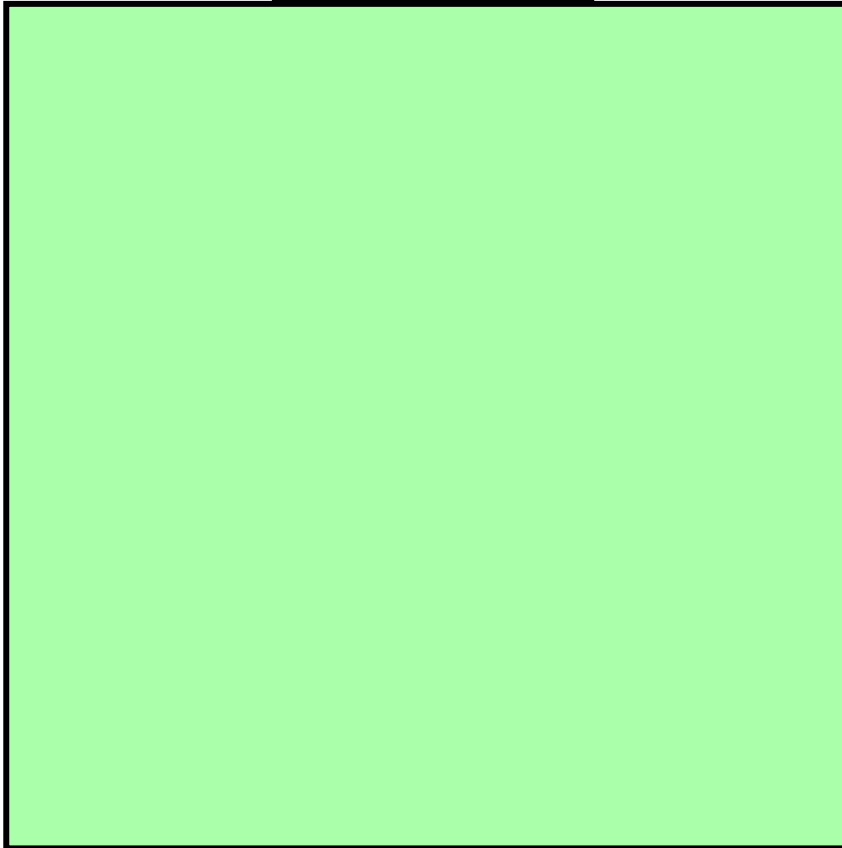
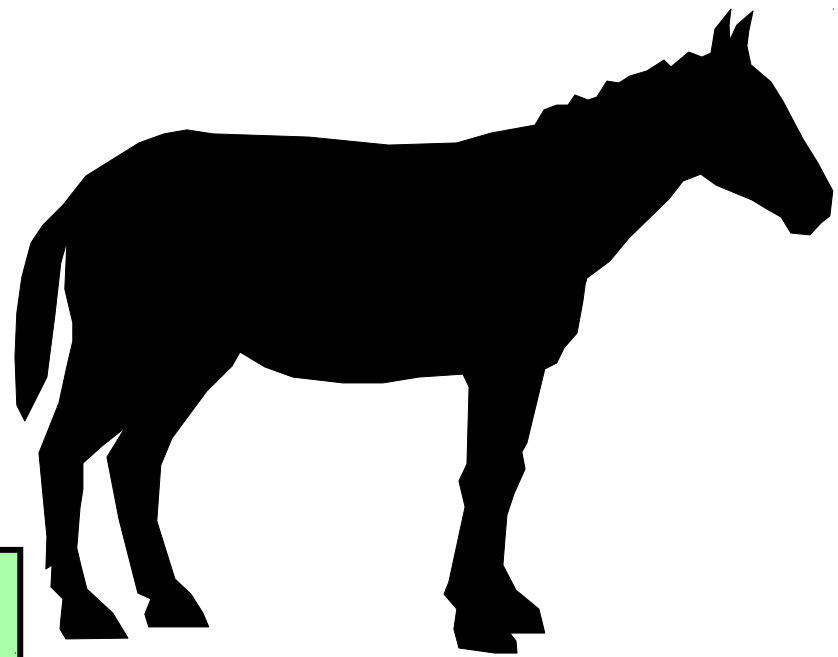
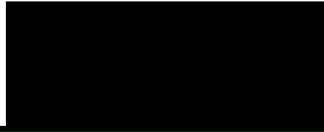
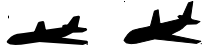
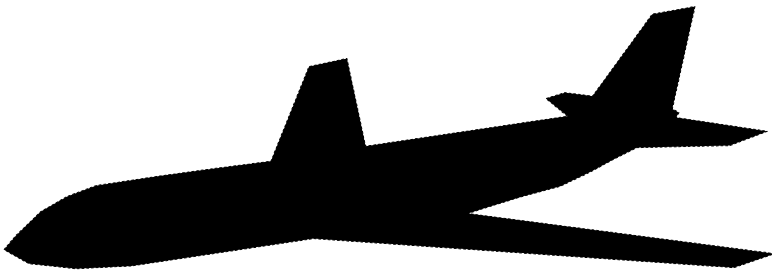
# Scratch Sheet



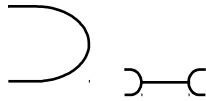
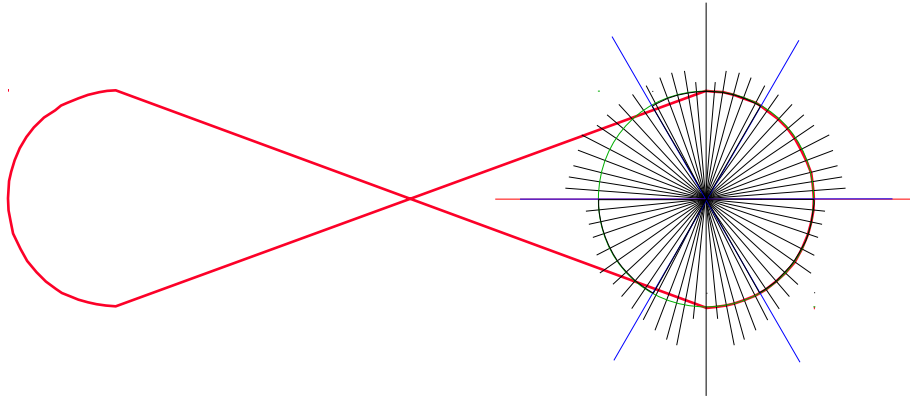
Scratch  
Sheet



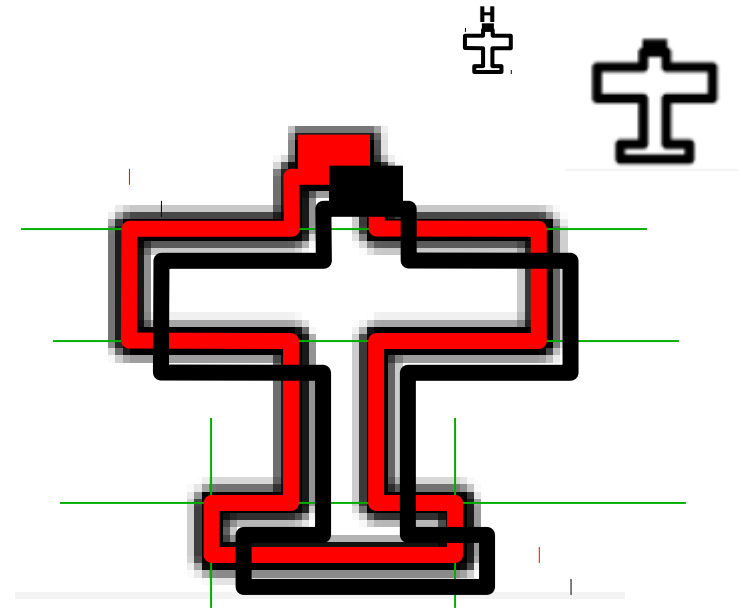
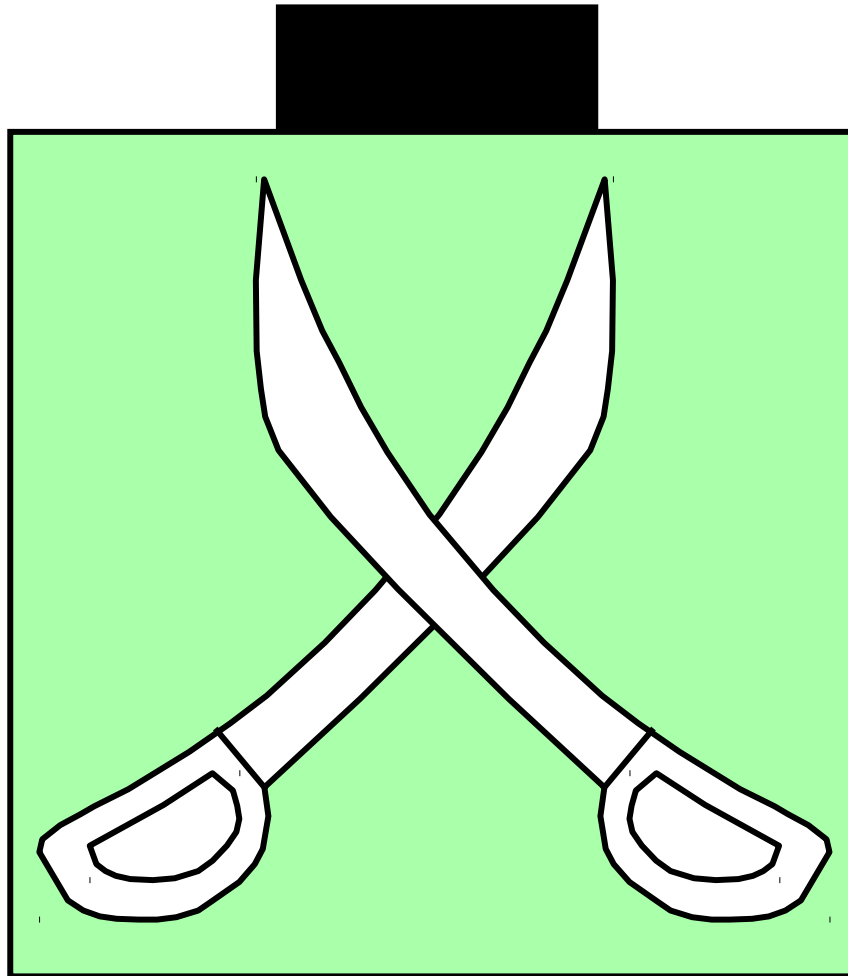
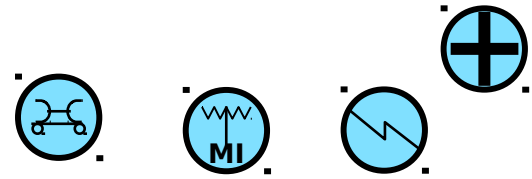
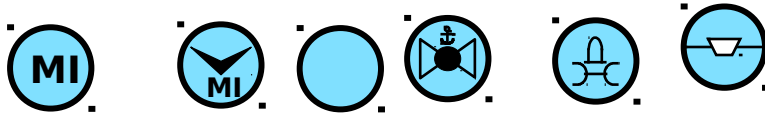


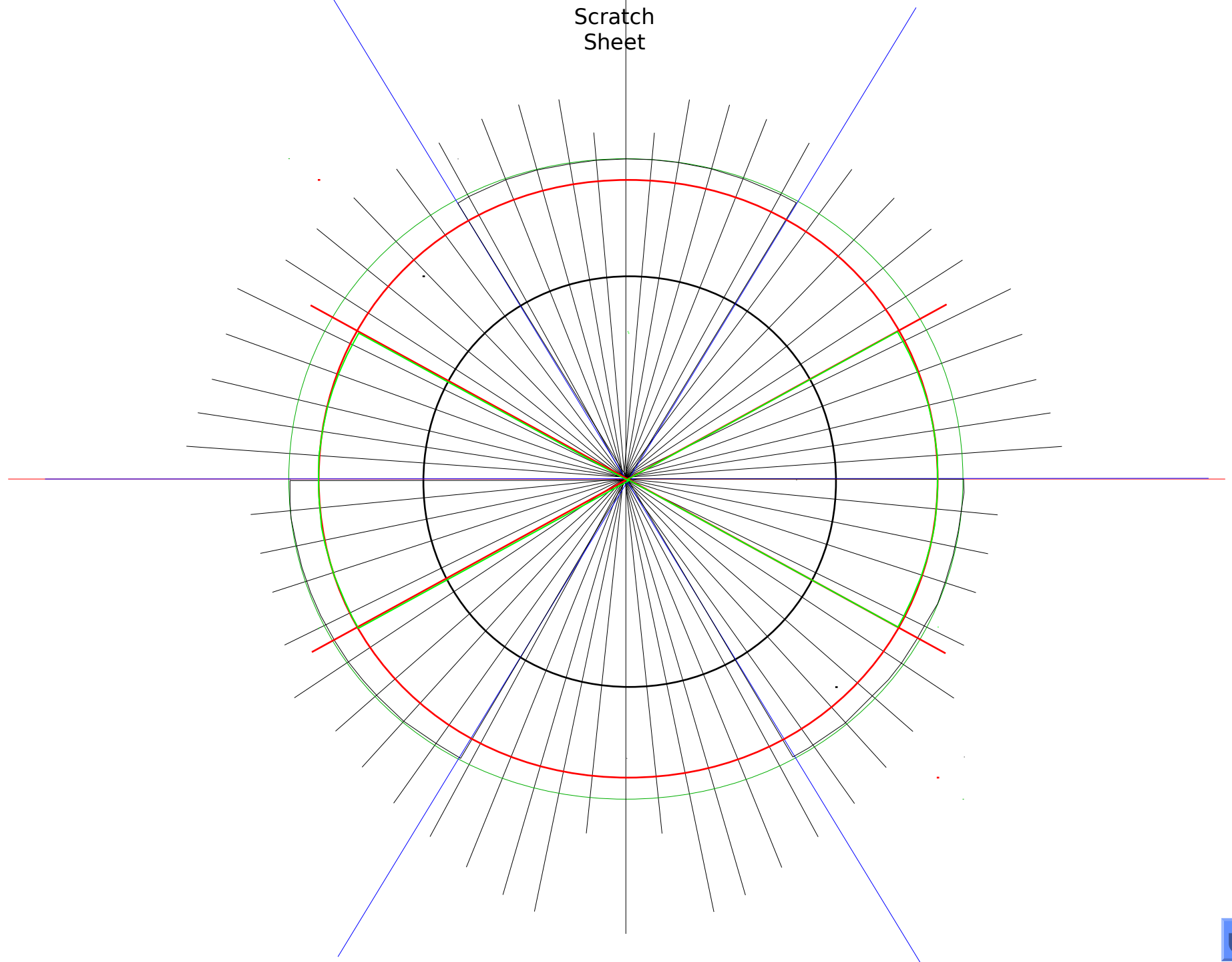


The plane and horse graphics were created by tracing over imported clipart using the “Lines” from the “Autoshapes” menu then using the “Edit Points” function under the “Draw” menu for fine adjustments while “zooming” in 200% to 400%.



Scratch  
Sheet



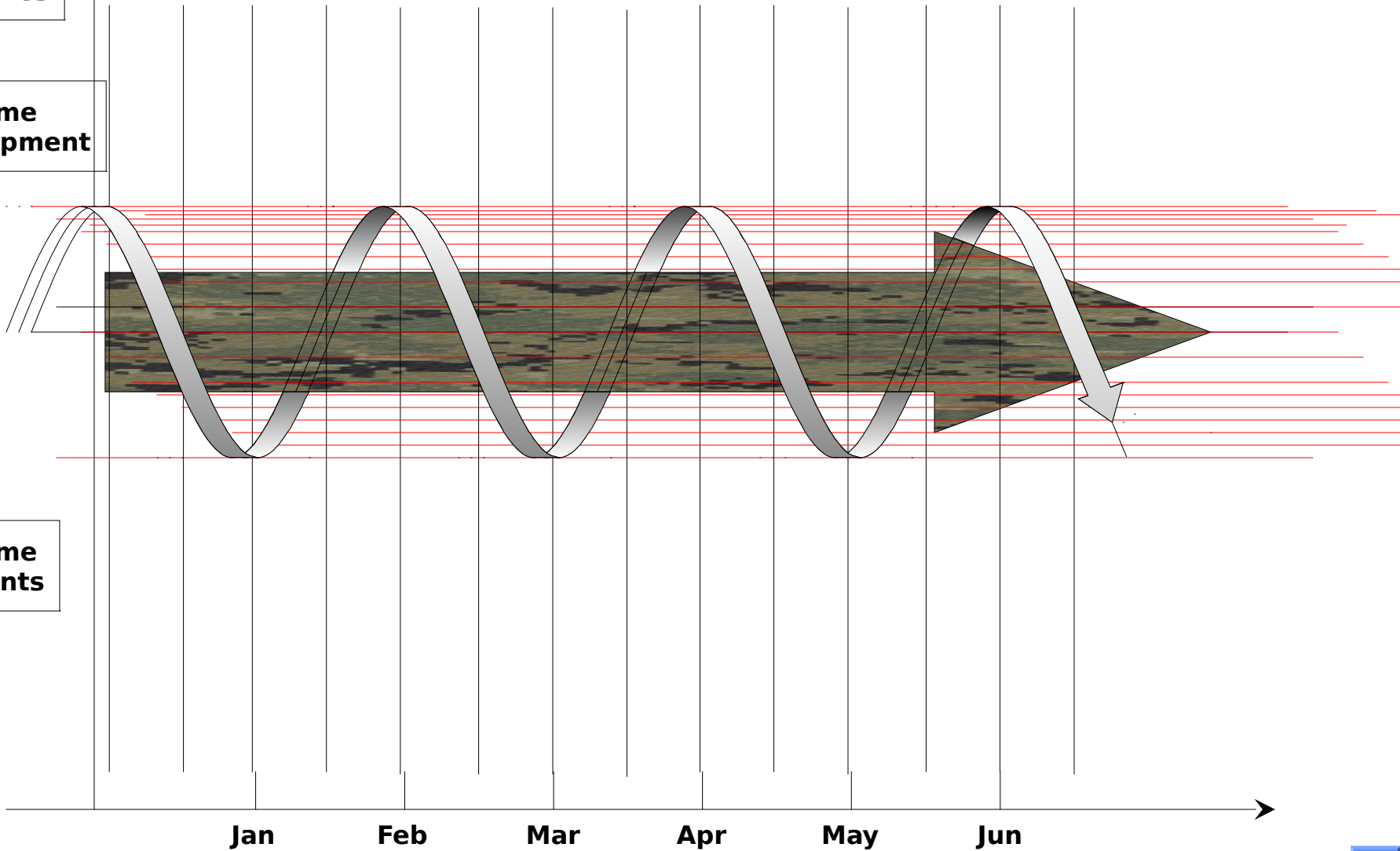


# 6 Month Spiral Path

Other Games

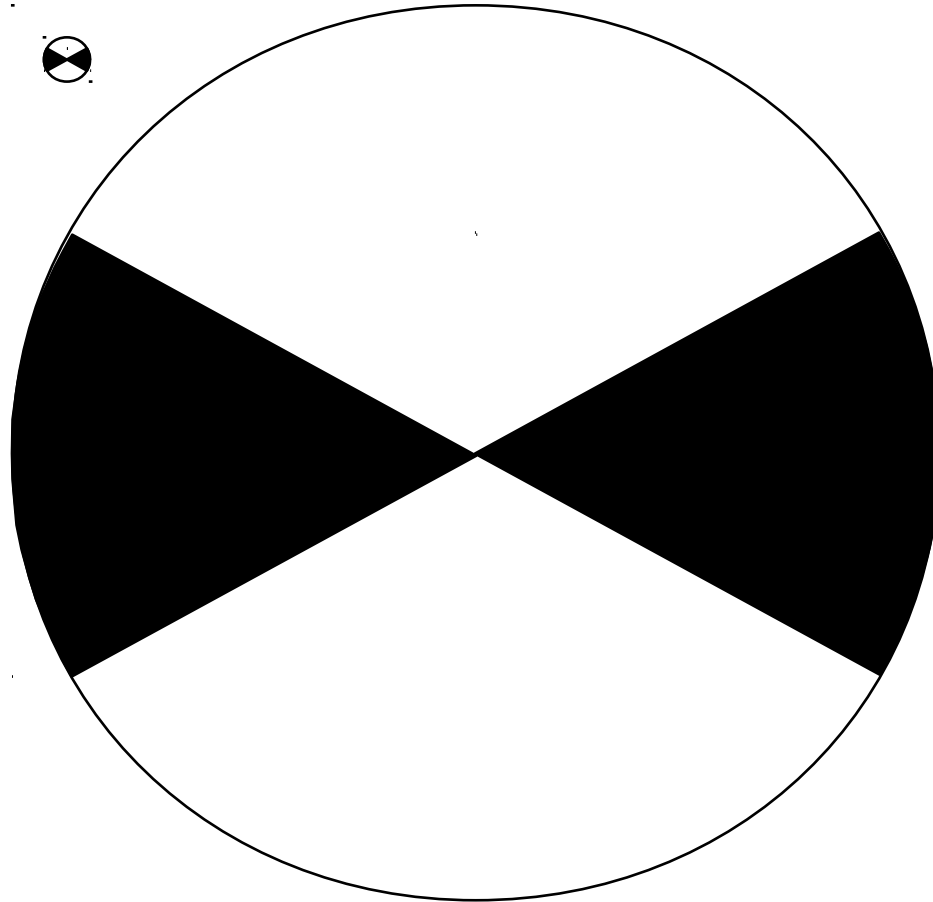
Game Development

Game Events

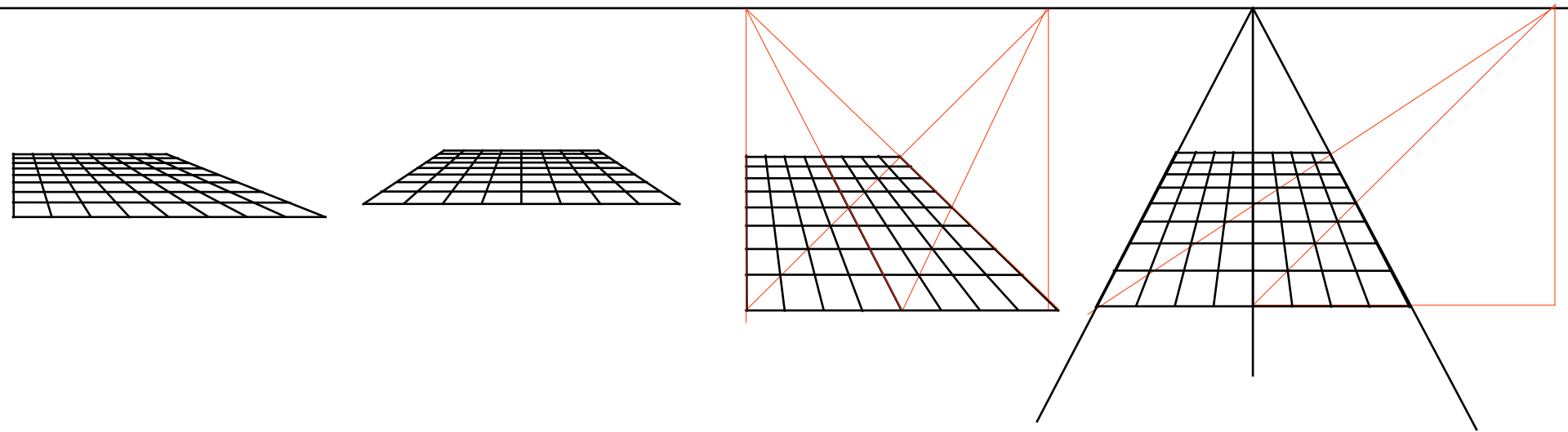
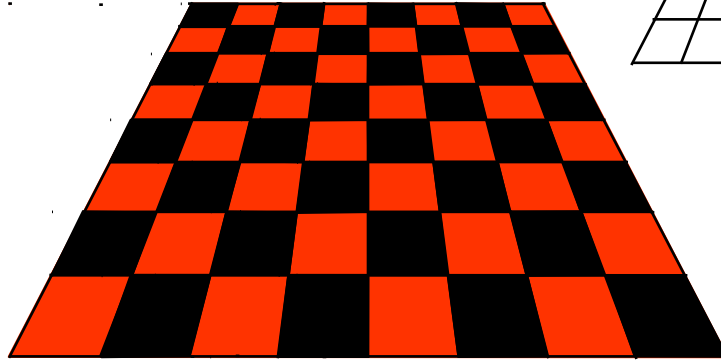
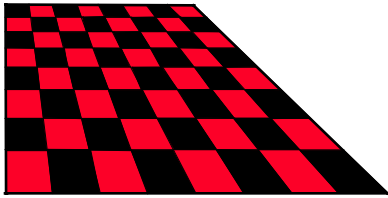
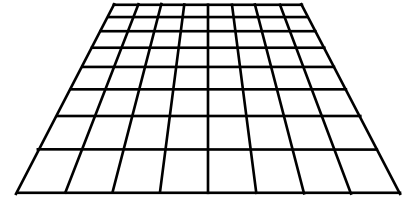
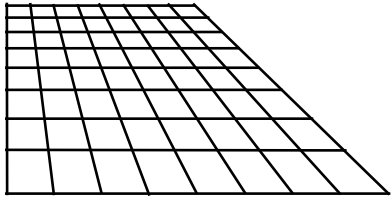


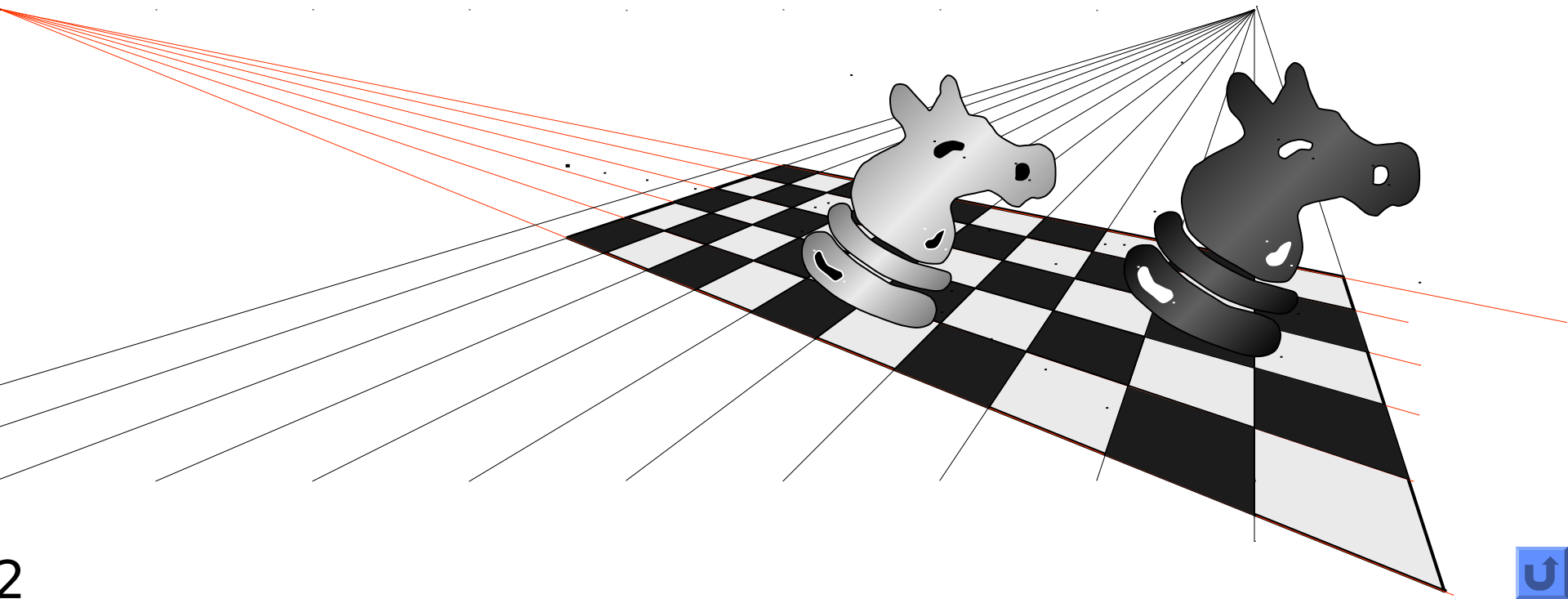
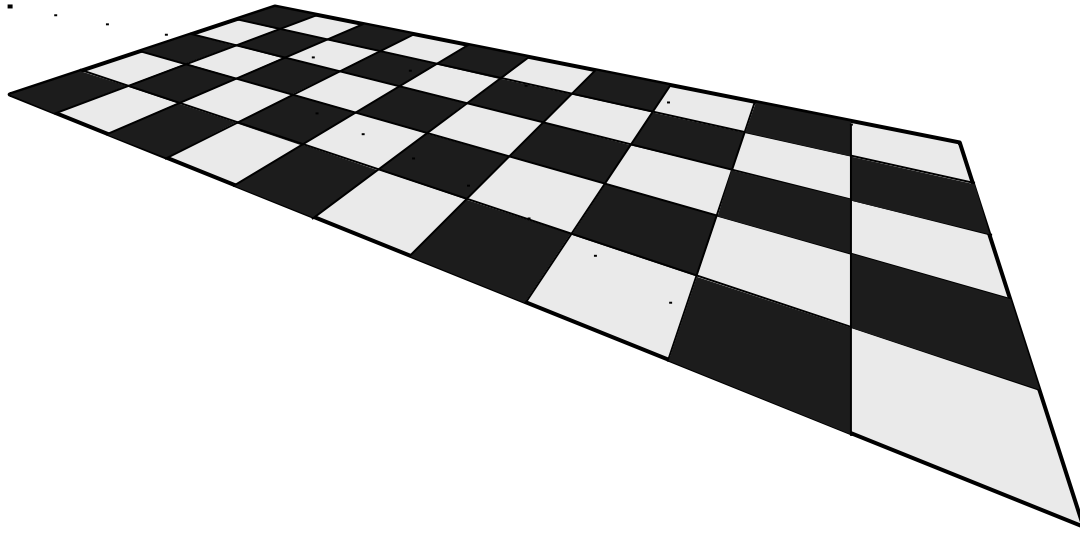


# Scratch Sheet

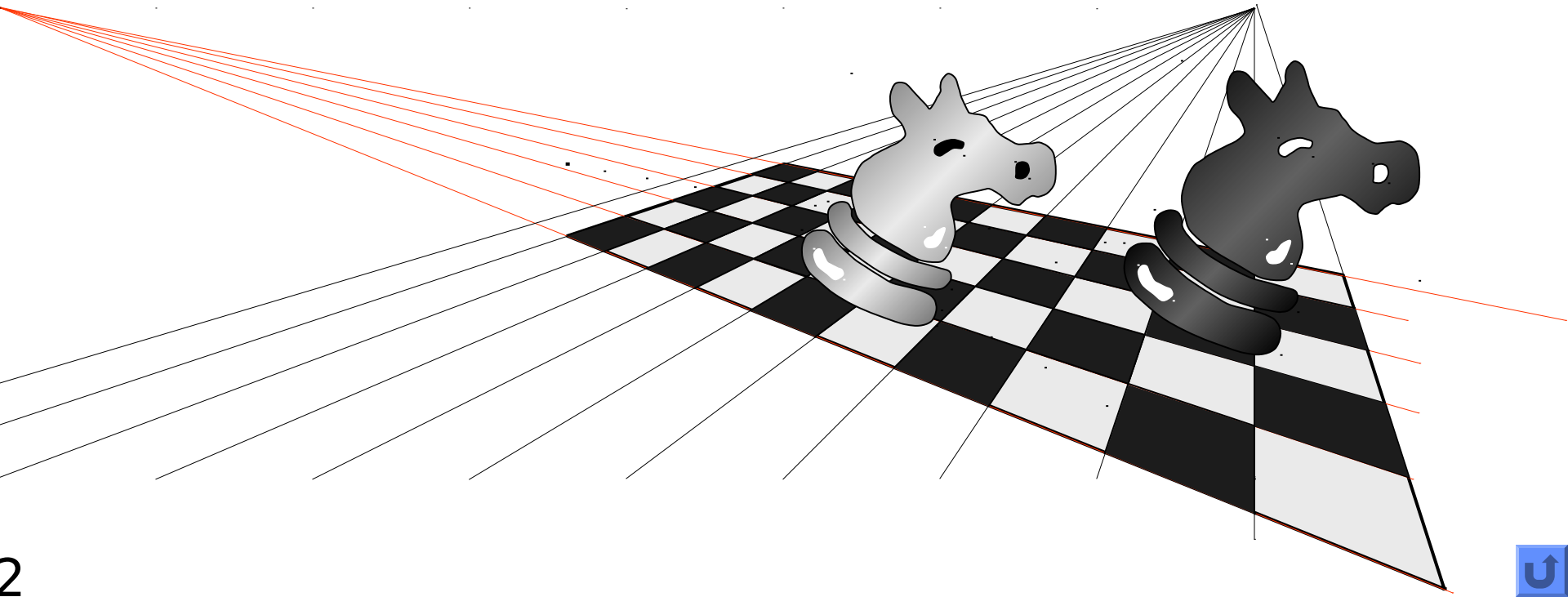
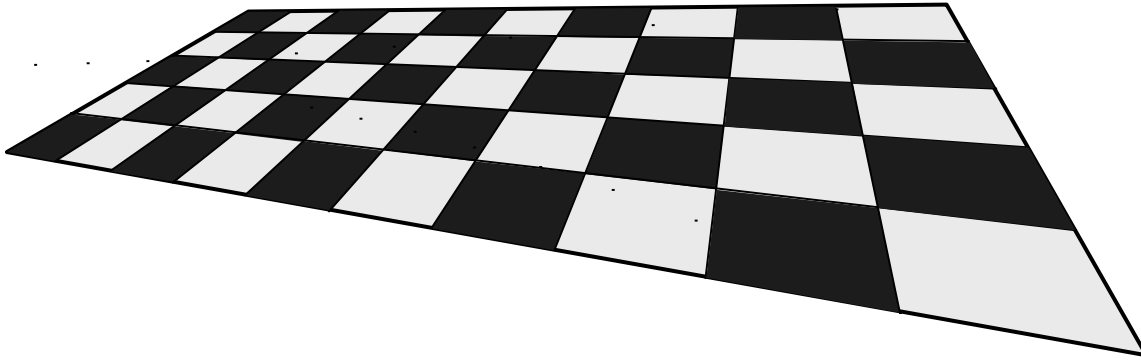


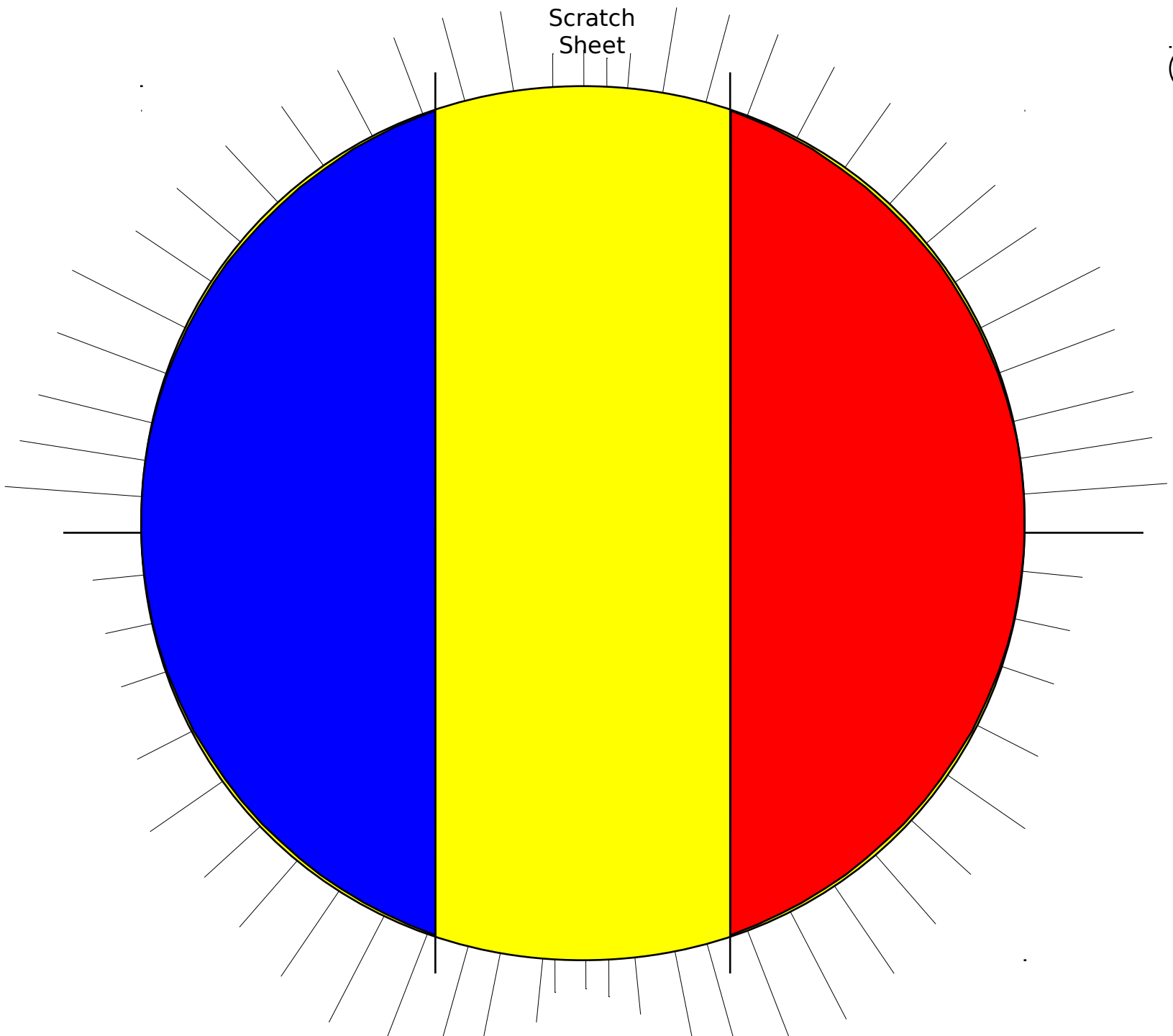
# Scratch Sheet



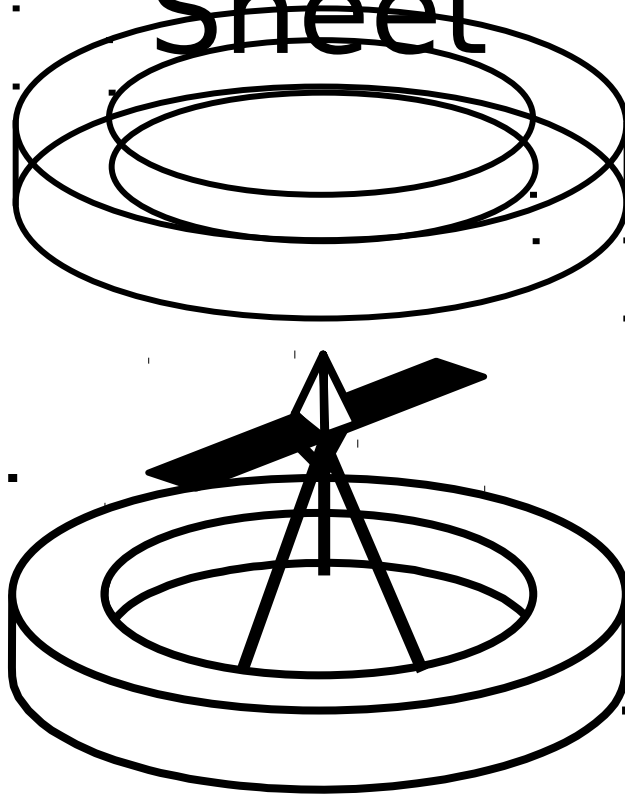


# Scratch Sheet

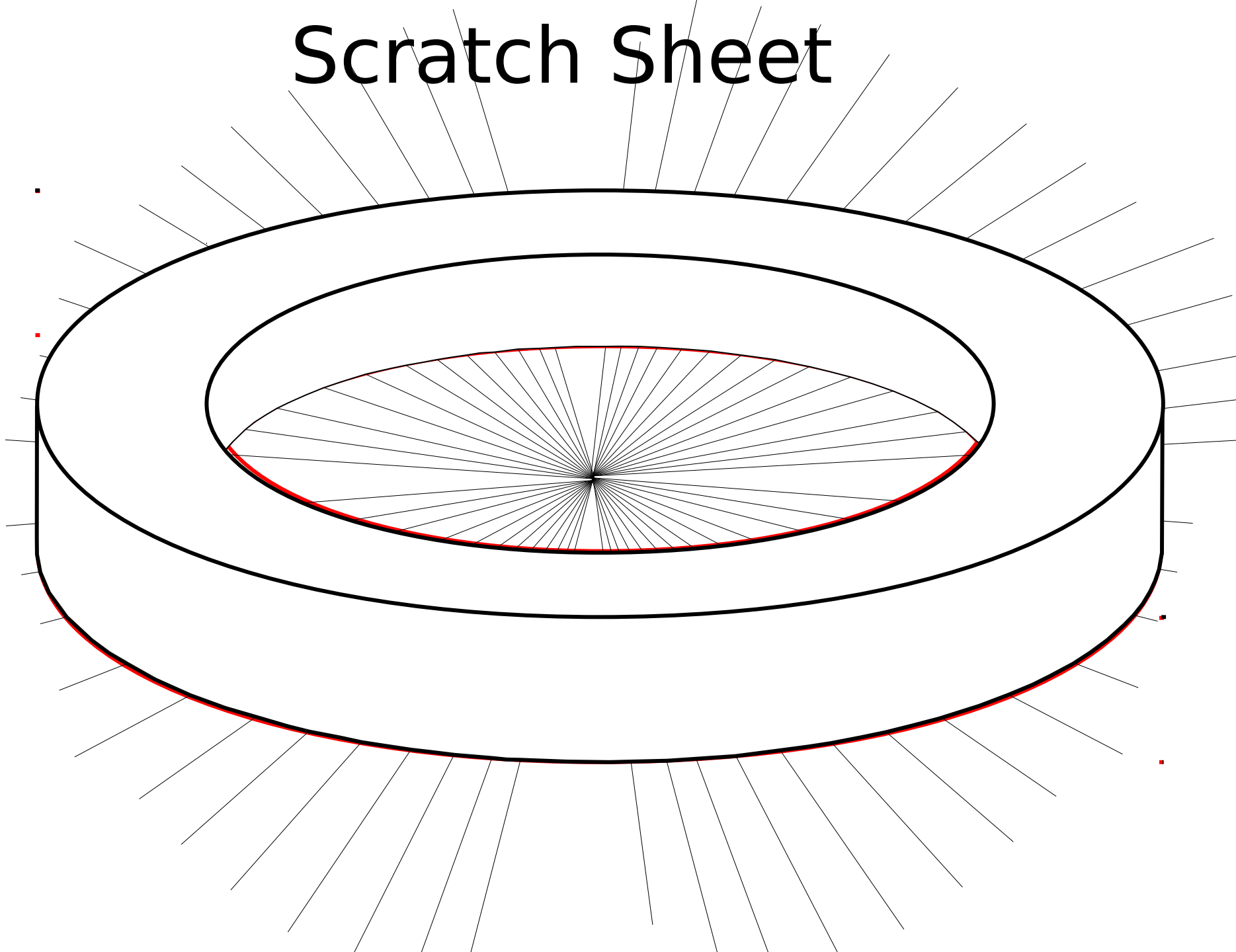




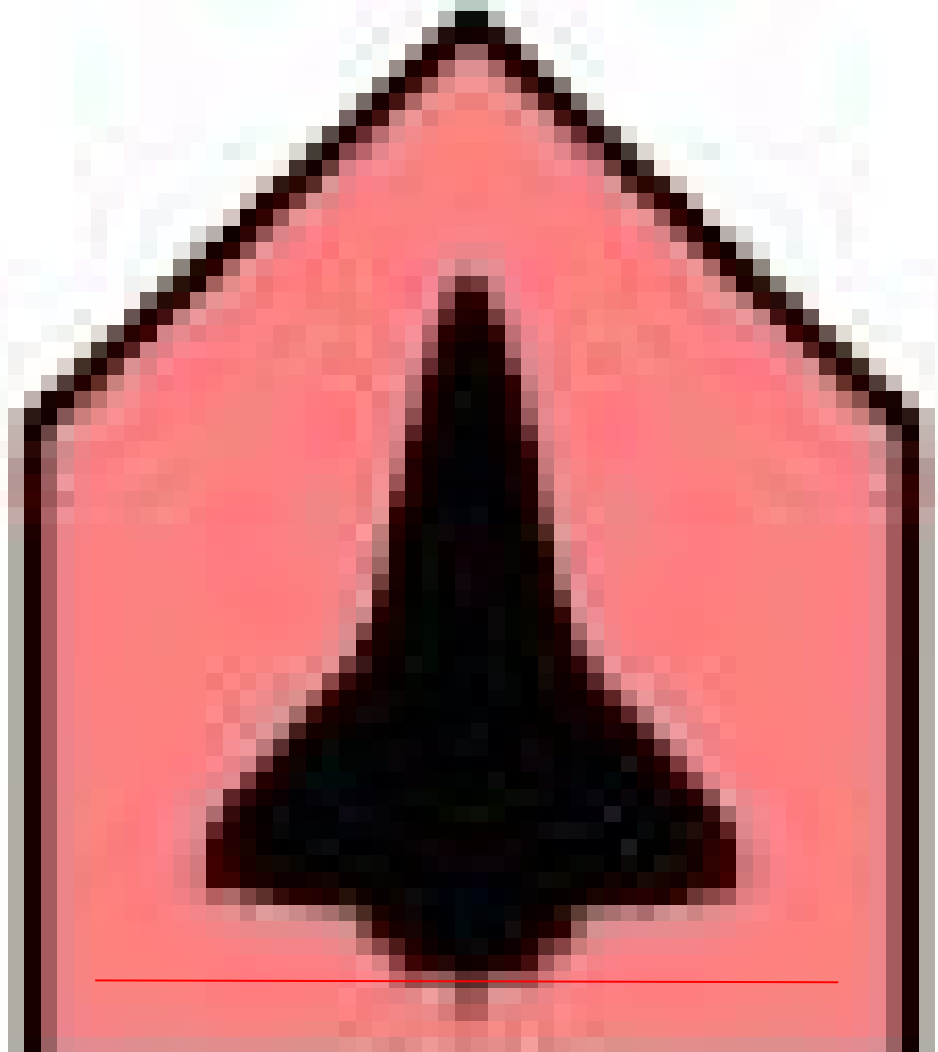
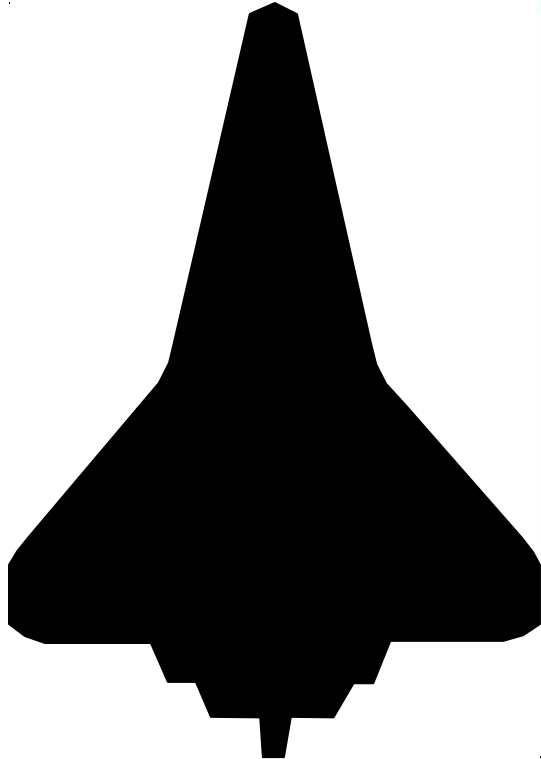
# Scratch Sheet



# Scratch Sheet



# Scratch Sheet





# Scratch Sheet

